WIN! XBOX 360 + HDTV!

SPLINTER CELL
We've played more than any other mag!

RESI EVIL DS
Kill zombies with your stylus!

NEW MEDAL OF HONOR!
See first shots fired on PS3 and Xbox 360!

PS2 XBOX GAMECUBE PC DS GAME BOY ADVANCE PSP N-GAGE XBOX 360 PS3

GAMES MASTER

THE MASTER OF GAMES SINCE 1993

March 2006 Issue 170
Only £3.25

FIRST + BEST REVIEW!

BLACK™

This PS2 shooter will blow you away! Find out why inside!

CONSOLE WAR
PS3 VS Xbox 360 VS REVOLUTION!
BEST GRAPHICS EVER! SEE PAGE 86 NOW!

EXCLUSIVE!

FIFA Street 2

REVIEWED first on PS2, PSP, Xbox and Cube!

IT'S ANOTHER EXCLUSIVE!

FIGHT NIGHT ROUND 3

Believe your eyes! Stunning 360 review only in this mag!

PLUS > GEARS OF WAR > THE DA VINCI CODE > QUAKE WARS > ONIMUSHA: DAWN OF DREAMS > METROID PRIME HUNTERS > OUTRUN 2006 + LOADS MORE!

EVERY GAME! EVERY FORMAT! EVERY MONTH!

Future MEDIA WITH PASSION

SUPER MONKEY BALL™ Touch & Roll

NINTENDO DS

TOUCH THE SUPER MONKEYS ON YOUR DS

Guide Aiai, Meemee, Gongon and Baby through over 100 addictive puzzle trays

All new party games Monkey Hockey and the frantic Monkey War.

Play classics such as Monkey Race, Monkey Golf and Monkey Bolwing.

Challenge your friends in wireless multiplayer party games.

RELEASE DATE FEBRUARY 17 2006

3+
www.pegi.info

askaboutgames.com

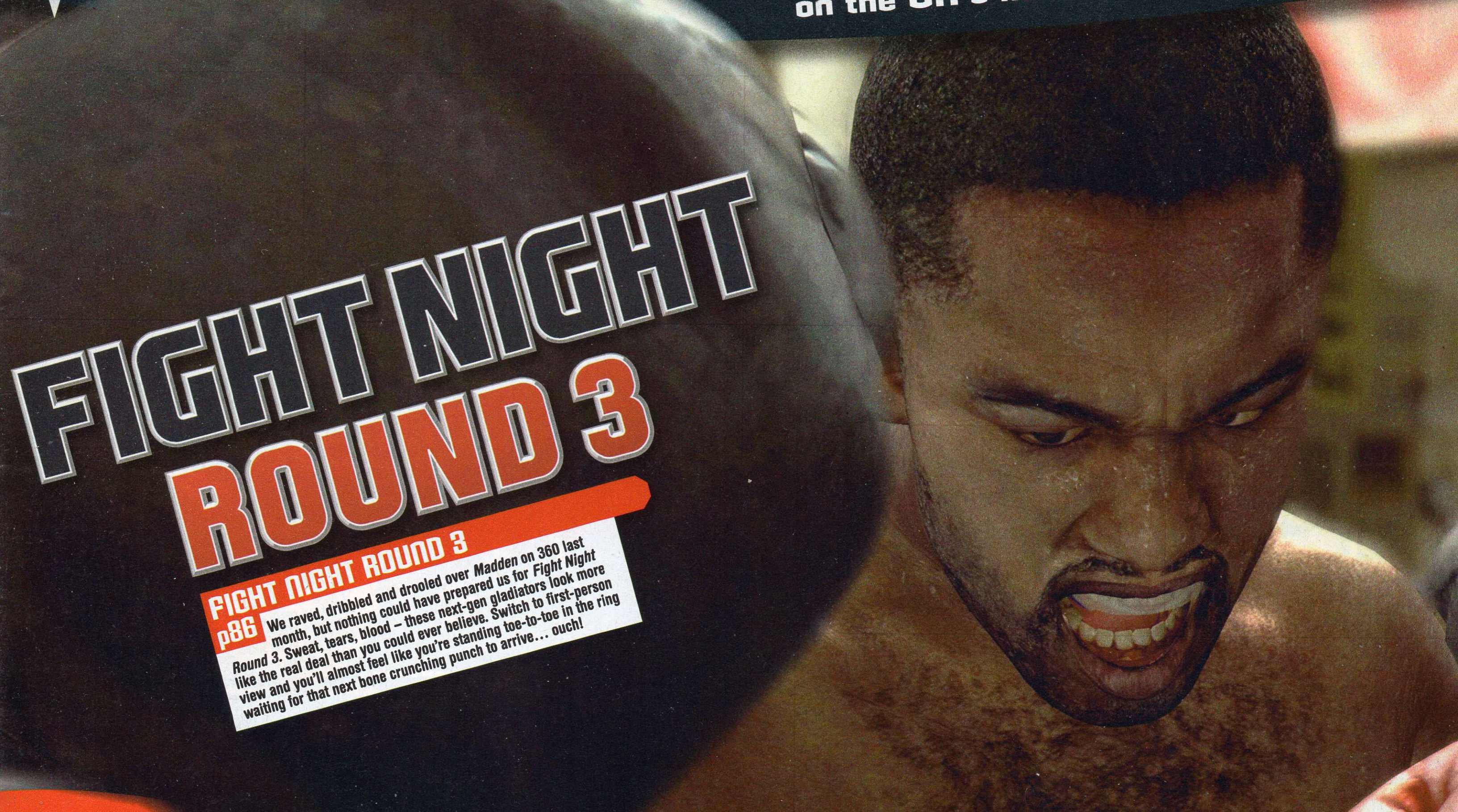
SEGA, the Sega logo and Super Monkey Ball Touch & Roll are either registered trademarks or trademarks of Sega Corporation. © SEGA Corporation, 2005. All rights reserved.
SEGA Europe Limited, 27 Great West Road, Brentford, Middlesex, TW8 9BW, United Kingdom.

NINTENDO DS™

SEGA

BEST BITS!

Just some of the stand out stuff this month on the UK's number one games mag!



FIGHT NIGHT ROUND 3

FIGHT NIGHT ROUND 3

p86 We raved, dribbled and drooled over *Madden* on 360 last month, but nothing could have prepared us for *Fight Night Round 3*. Sweat, tears, blood – these next-gen gladiators look more like the real deal than you could ever believe. Switch to first-person view and you'll almost feel like you're standing toe-to-toe in the ring waiting for that next bone crunching punch to arrive… ouch!

WELCOME TO GAMESMASTER

Blame Christmas. Blame the sudden appearance of Creme Eggs. Blame all those games we couldn't resist in the January sales. But *GamesMaster* is skint. And we reckon you might be too. So we've decided to give you even more good, old fashioned value for money than usual. Here, have a free game for your mobile (see page 15), several thousand tips and a map of *GTA San Andreas* so detailed it nearly broke our Art Ed Ian's eyes. Then there's our Totally Skint? feature (page 50) which will give you years' worth of gaming for the sort of loose change jangling around in your sofa right now. Finally, we're adding even more value to *GM* with a new Dep Ed – Geraint Rhys Evans. Not only do you get two hard-to-pronounce Welsh names but behind that placid, tiny face lies the ravaged soul and super- evolved brain of a man who's played A LOT of games and wants to tell you about them! Enjoy your *GM*!

Robin

Robin, The Ed

THE ELDER SCROLLS 4: OBLIVION

p18 Weary, so weary, from wandering the lands of Tamriel, we limped along the dusty mountain road. Suddenly the night skies turned the colour of molten lava and ash rained down upon the cursed land. As we reached the mountain's peak we beheld our first Oblivion portal, as demonic Daedra clambered towards us lusting for our blood. Unsheathing our blade, we stepped into the maelstrom. It was time to fulfil our destiny as Tamriel's saviour, or die trying…

BLACK

p64 Tinnitus… a very nasty hearing affliction that most of Team *GM* seems to be suffering from after a relentless weekend on the mother of console shooters. Was it worth it? Oh, definitely. This is a relentless mindscrew of a game – who cares about personal health when there are terrorists to maim, buildings to demolish and cars to MOT, Special Forces style?

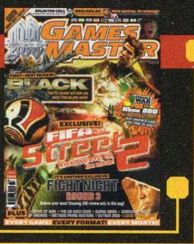
SELECT YOUR MODE

GAMES MASTER

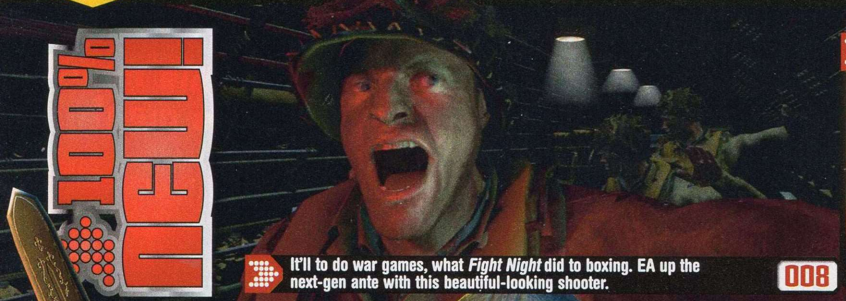
THE MASTER OF GAMES SINCE 1993

COVER STORIES

FIFA STREET 2 .... PAGE 78
Exclusive! We've got the first review!
BLACK .... PAGE 64
It's the shooter your PS2's been begging for!
FIGHT NIGHT ROUND 3 .... PAGE 86
The most amazing looking game this year!
MEDAL OF HONOR AIRBORNE .... PAGE 08
Parachuting and killing never looked so good!



100% NEW!



It'll to do war games, what *Fight Night* did to boxing. EA up the next-gen ante with this beautiful-looking shooter. **008**

Trouble in paradise as the new *Far Cry* gets blown out of the tropical water! **010**

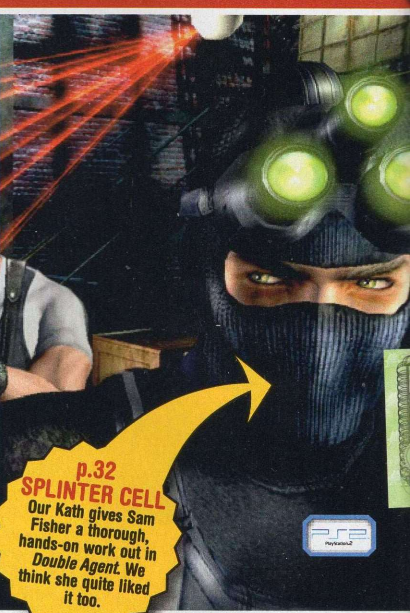
Old wars, eternally retold. Oh, and the shiniest helmets you ever did see. **014**

PREVIEWS

The Elder Scrolls IV
OBLIVION
Gorgeous, massive and unmissable! It's the biggest game on 360!
PC XBOX **020**

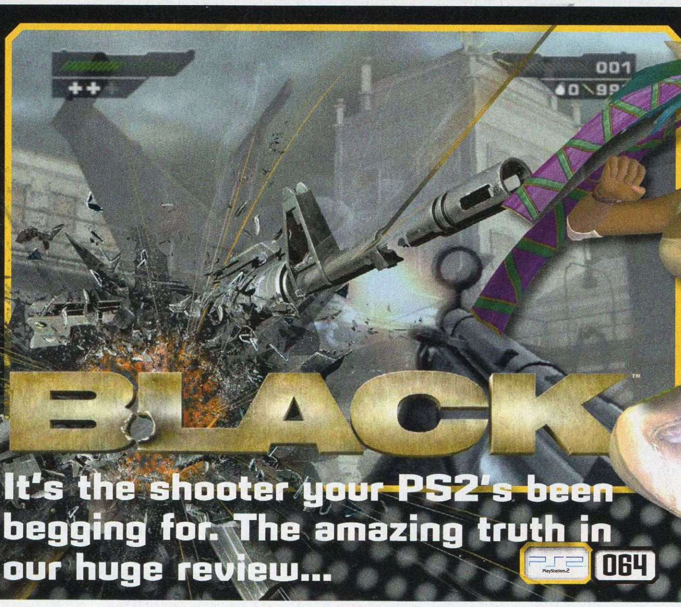
Primed and ready – Samus is just as sexy on the small screen. **022**

Just how many legs does Sonic have eh?, EH?! Think about it in *Sonic Riders*. **030**



p.32 SPLINTER CELL
Our Kath gives Sam Fisher a thorough, hands-on work out in *Double Agent*. We think she quite liked it too.

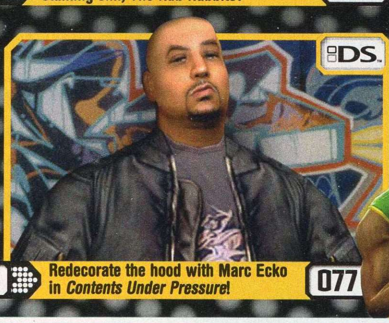
REVIEWS



BLACK
It's the shooter your PS2's been begging for. The amazing truth in our huge review... **064**

Pretty girls beating the living daylights out of each other in *Dead or Alive 4*. **068**

Can we still feel the magic in Sega's stalking sim, *The Rub Rabbits?* **070**



Redecorate the hood with Marc Ecko in *Contents Under Pressure*! **077**

WE ♥ GAMES

Your letters, art, rambling, silly ideas and other assorted bits of insanity. **045**

✓ LATEST CODES ✓ EXPERT GUIDES ✓ TOP TIPS

CHEAT MASTER

QUALITY CHEATAGE SINCE 1993

GET GM SENT TO YOU +PAY 30% LESS! **111**

SAVE 30%

CONTENTS

Find what you need in an instant!

FIGHT NIGHT ROUND 3

We knock the stuffing out of the 360's amazing prize fighter. You won't believe your eyes!

086

BANK OF GAMESMASTER
GAMES MASTER
GM CREDIT
Bank of GamesMaster

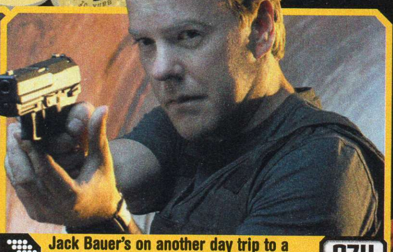
TOTALLY SKINT?

YOUR GUIDE TO GAMING ON THE CHEAP

Free games! Cheap games! Absolute bargains! Pay less to play more! today!

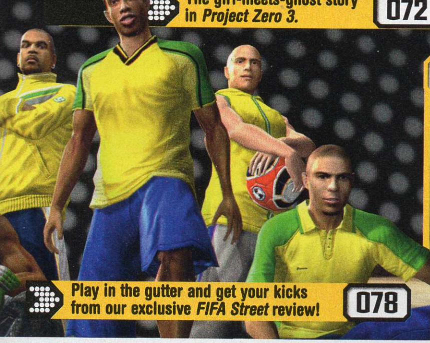
050

The girl-meets-ghost story in *Project Zero 3*. 072



Jack Bauer's on another day trip to a nervous breakdown in *24: The Game*. 074

p.73 STUBBS THE ZOMBIE
50's style B-movie action. Nice music, but it's a bit of a shambler.



Play in the gutter and get your kicks from our exclusive *FIFA Street* review! 078

Snake gets down to the jungle boogie again! 084

KNOW HOW TO...

MASTER
TOP 20 CHEATS
TIP OF THE MONTH
YOUR TOP 10 TIPS

All the cheats you could eat without being turning into a mental tips robot. 102

NEED FOR SPEED MOST WANTED

XBOX 360

Rule the road with our extensive *Need For Speed: Most Wanted* masterclass. 106

OVER £2000 OF PRIZES TO WIN!

AN XBOX 360, A HDTV AND LOADS OF EA GAMES

A-Z OF GAMES

Here's nearly every game featured in this issue listed for quick flicking...

24: The Game PS2 74
ATV Offroad Fury 3 PS2 99
Battlefield 2: Modern Combat 360 38
Battle for Middle Earth 2 PC 24
Black PS2 XBOX 64
Blazing Angels XBOX 360 42
Burnout Revenge 360 34
Bloodrayne 2 XBOX 99
Castlevania: Curse of Darkness PS2 XBOX 95
Commandos: Strike Force PS2 XBOX PC 27
Crashday PC 42
Daxter PS2 38
Dead or Alive 4 360 68
Dragonball Z Supersonic Warriors 2 GBA DS 82
Elder Scrolls 4: Oblivion PC 360 18
Empire at War PC 41
Exit PSP 97
FIFA Street 2 PS2 XBOX CUBE 78
Fight Night Round 3 360 86
Football Manager 2006 PC 24
Full Auto 360 76
Gauntlet: Seven Sorrow PS2 XBOX PC 71
High Seize NGAGE 94
Key of Heaven PSP 42
Mark Ecko's Getting Up: Contents Under Pressure PS2 XBOX PC 77
Mega Man Battle Network 5: Double Team DS 85
Mega Man Maverik Hunter X PSP 99
Metal Gear 3 Subsistence XBOX 84
Metal Slug 5 PS2 XBOX 99
Namco Museum 30th anniversary PS2 XBOX CUBE 90
Onimusha: Dawn of Dreams PS2 36
Outrun 2006 PSP 26
Pac-Man World 3 PS2 XBOX CUBE PC PSP 83
The Plan PS2 97
Project Zero 3 PS2 72
Quake Wars 360 28
Resident Evil Deadly Silence DS 34
Rengoku: The Tower of Purgatory PSP 99
Rifts: Promise of Power NGAGE 98
The Rub Rabbits! DS 70
Rugby 2006 PS2 XBOX PC 42
Rugby Challenge 2006 PS2 XBOX PC 99
Samurai Shodown 5 XBOX 83
Sega Casino DS 94
Sega Classics Collection PS2 91
Sonic Riders PS2 XBOX CUBE 30
Spellforce 2 PC 42
Splinter Cell Double Agent PS2 XBOX CUBE PC 360 32
Street Fighter Alpha 3 Max PSP 71
Stubbs the Zombie XBOX PC 73
Toca 3 PS2 XBOX PC 92
Tokobot PSP 85
Viewtiful Joe: Red Hot Rumble CUBE PSP 96
Zathura PS2 XBOX 98

ESSENTIALS

Team GM 6
100% New 8
Charts 16
Coming soon 17
Previews 18
We Love Games 45
Reviews 62
Cheatmaster 102
Subscriptions 111
Competition 112
Next month 114

TEAM GM

Fighting fit and ready for action

ROB

NEWS ED

FAVOURITE GAME THIS ISSUE? *Medieval 2: Total War*
FAVOURITE ALL TIME SHOOTER/FPS? *Far Cry*
FAVOURITE STREET? Shortland Street

Rob is a physio for a local team, but has some unusual practices. On finding out an injured player was concussed, and didn't know where or who he was, he told him he was David Beckham and sent him back onto the pitch.

KATH

REVIEWS EDITOR

FAVOURITE GAME THIS ISSUE? *Splinter Cell Double Agent*
FAVOURITE ALL TIME SHOOTER/FPS? *Max Payne 2*
FAVOURITE STREET? Quality Street

Kath is feeling particularly proud of herself as she's just finished *The Incredibles*, which was for 3+ years – and she managed to finish it in just two!

GERAINT

DEPUTY EDITOR

FAVOURITE GAME THIS ISSUE? *Fight Night*
FAVOURITE ALL TIME SHOOTER/FPS? *Deus Ex*
FAVOURITE STREET? Pigeon Street

Geraint is looking for a new manager for his Sunday team. Apparently he's considering David Blunkett as he's very good at holding onto leads.

JOAO

REVIEWS

FAVOURITE GAME THIS ISSUE? *TOCA Race Driver 3*
FAVOURITE ALL TIME SHOOTER/FPS? *Halo*
FAVOURITE STREET?

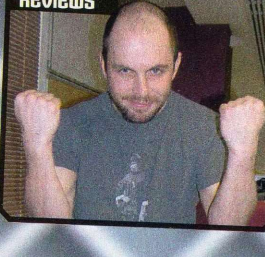
Joao hasn't been feeling very well lately and he blames on his mum's baking. It's his own fault, though – he insists on licking the bowl. He should just flush it like everybody else.

JOEL

FAVOURITE GAME THIS ISSUE? *Black*
FAVOURITE ALL TIME SHOOTER/FPS? *Half-Life*
FAVOURITE STREET? Streets of Rage

Joel was originally born in Manchester and is actually a United fan, but he also has a lot of affection for the other big team in the city – Manchester United reserves.

REVIEWS



MARK

SPECIALIST

FAVOURITE GAME THIS ISSUE? *The Plan*
FAVOURITE ALL TIME SHOOTER/FPS? *Rolling Thunder*
FAVOURITE STREET? Streethawk

Mark isn't the cleverest of men. He thought Michael Owen had died when he heard the commentator on the radio that Owen had "Several options in the penalty area but decided to shoot himself."

DAVE

FAVOURITE GAME THIS ISSUE? *Onimusha*
FAVOURITE ALL TIME SHOOTER/FPS? *Resident Evil 4*
FAVOURITE STREET? Coronation Street

PREVIEWS

'Playing *Stubbs the Zombie* reminds me of the time that I was a flesh-eating creature of the night. One night I was sitting there, eating a clown with my fellow zombie mate, when he turned to me and said "Does this taste funny to you?"

BEN

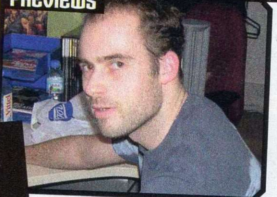
REVIEWS

FAVOURITE GAME THIS ISSUE? *Marc Ecko's Getting Up*
FAVOURITE ALL TIME SHOOTER/FPS? *GoldenEye*
FAVOURITE STREET? *Streetmate*

'As *FIFA Street* is all about tricks and flicks, I'm surprised Peter Crouch isn't in the game's England squad, as he's got the biggest step over in football.'

DUNCAN

PREVIEWS



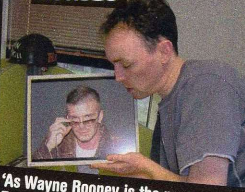
FAVOURITE GAME THIS ISSUE? *Black*
FAVOURITE ALL TIME SHOOTER/FPS? *Quake 3*
FAVOURITE STREET? Mean Streets

'Having Wayne Rooney around has really brought an end to football. Before you used to refer to young strikers as 'baby-faced assassins'. But with Rooney the 'assassin-faced baby' is far more appropriate.'

KITSY

FAVOURITE GAME THIS ISSUE? *Sonic Riders*
FAVOURITE ALL TIME SHOOTER/FPS? *GoldenEye*
FAVOURITE STREET? Monmouth Street (Future's address)

REVIEWS



'As Wayne Rooney is the new English football star, many people expect him to usurp Beckham as role model and fashion icon. But to be honest, can Rooney be a fashion icon? Personally, I can't imagine any young man getting a crew cut and hanging around in a tracksuit!'

ROBIN

EDITOR

FAVOURITE GAME THIS ISSUE? *Fight Night Round 3*
FAVOURITE ALL TIME SHOOTER/FPS? *GoldenEye*
FAVOURITE STREET? *Street Fighter 2 Turbo*

'Ronaldinho is so, so talented – I've never seen such an array of a tricks. And it's not just on the football field that he's unique, as I once saw him eat an apple through a tennis raquet.'

GamesMaster, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
Tel: (01225) 442244 email: gamesmaster@futurenet.co.uk

Editor Robin Alway **Deputy Editor** Geraint Evans **Reviews Editor** Kath Brice **News Editor** Rob Taylor **Art Editor** Ian Lloyd-Edwards **Deputy Art Editor** Alison Gregory **Production Editor** Julia Lorrison **Contributors** Mark Green, Joel Snape, Steve Bailey, Dave Harrison, Mike Oldman, Adam Norton, Tim Edwards, Duncan Harris, Margaret Robertson, Martin Kitts, Ben Wilson, Chrissy Williams, Nathan Irvine, Joao Diniz-Sanches, Debbie Vosser, Nick Aspell, Stuart Radcliff **Senior Production Co-ordinator** Lee Thomas **Production Manager** Rose Griffiths **Trade Marketing Manager** Russell Hughes **Group Circulation Manager** Duncan Shearer **Ad Manager** Joe Marritt **Head of Sales** Clare Williamson **Ad Director** Jayne Caple **Classified Sales Exec** Oz Davies **Group Art Editor** Bob Abbott **Marketing Manager** Stuart Bell **International Director** Simon Wear **Head of International Licensing** Tim Hudson **Publisher** Mike Lamond **Group Publisher** James Binns **Managing Director** Robert Price

Subscriptions Subscriptions, Future Publishing Ltd, FREE POST RLSC-SHSE-SKKT, Unit4, Tower House, Sovereign Park, Market Harborough, Leicestershire, LE16 9EF Telephone 0870 837 4722 **Distributed throughout the UK Newstrade by:** Marketforce, 5th Floor, Low Rise Building, King's Reach Tower, Stamford Street, London. SE1 9LS. Tel: 0207 633 3333 **Overseas Distribution** by Future Publishing Ltd. Tel: 01225 442244 **Print** Southernprint, Unit 17-19 Factory Road, Upton Industrial Estate, Poole, Dorset, BH16 5SN. **Advertisement typesetting** J Jays Ltd

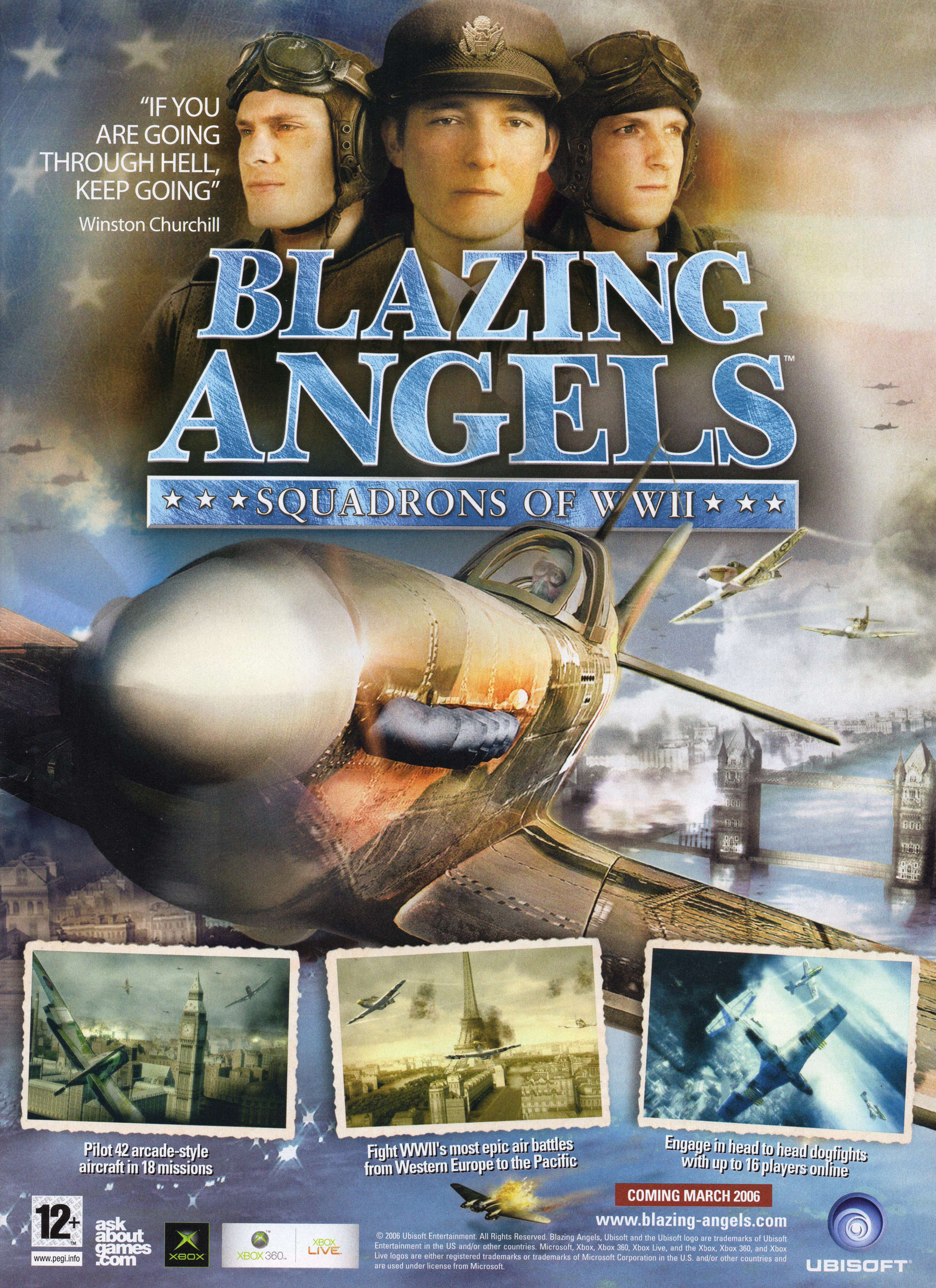
Non-executive Chairman Roger Parry
Chief Executive Greg Ingham
Group Finance Director John Bowman

Future Publishing Ltd is part of Future plc. Future produces carefully targeted special-interest magazines for people who share a passion. We aim to satisfy that passion by creating titles offering value for money, reliable information, smart buying advice and which are a pleasure to read. Today we publish more than 150 magazines in the UK, US, France and Italy. Over 100 international editions of our magazines are also published in 30 other countries across the world. Future plc is a public company quoted on the London Stock Exchange (symbol: FUTR).

GamesMaster TV Show © Hewland International. GamesMaster Magazine recognises all copyrights contained in this issue. Wherever possible we have acknowledged the copyright. Please contact us if we have failed to credit your copyright.

Future Games: The First Choice For Gamers. This magazine is brought to you by Future Publishing Ltd., the makers of Edge, PC Gamer, PSM2, PlayStation2 Official Magazine-UK and NGC.

BATH • LONDON • MILAN • NEW YORK • PARIS • SAN FRANCISCO


"IF YOU ARE GOING THROUGH HELL, KEEP GOING"
Winston Churchill
BLAZING ANGELS™
★ ★ ★ SQUADRONS OF WWII ★ ★ ★
Pilot 42 arcade-style aircraft in 18 missions
Fight WWII's most epic air battles from Western Europe to the Pacific
Engage in head to head dogfights with up to 16 players online
COMING MARCH 2006
www.blazing-angels.com
12+
www.pegi.info
ask about games.com
XBOX
XBOX 360
XBOX LIVE
UBISOFT

© 2006 Ubisoft Entertainment. All Rights Reserved. Blazing Angels, Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. Microsoft, Xbox, Xbox 360, Xbox Live, and the Xbox, Xbox 360, and Xbox Live logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

100% NEW!

APRIL AFTERMATH

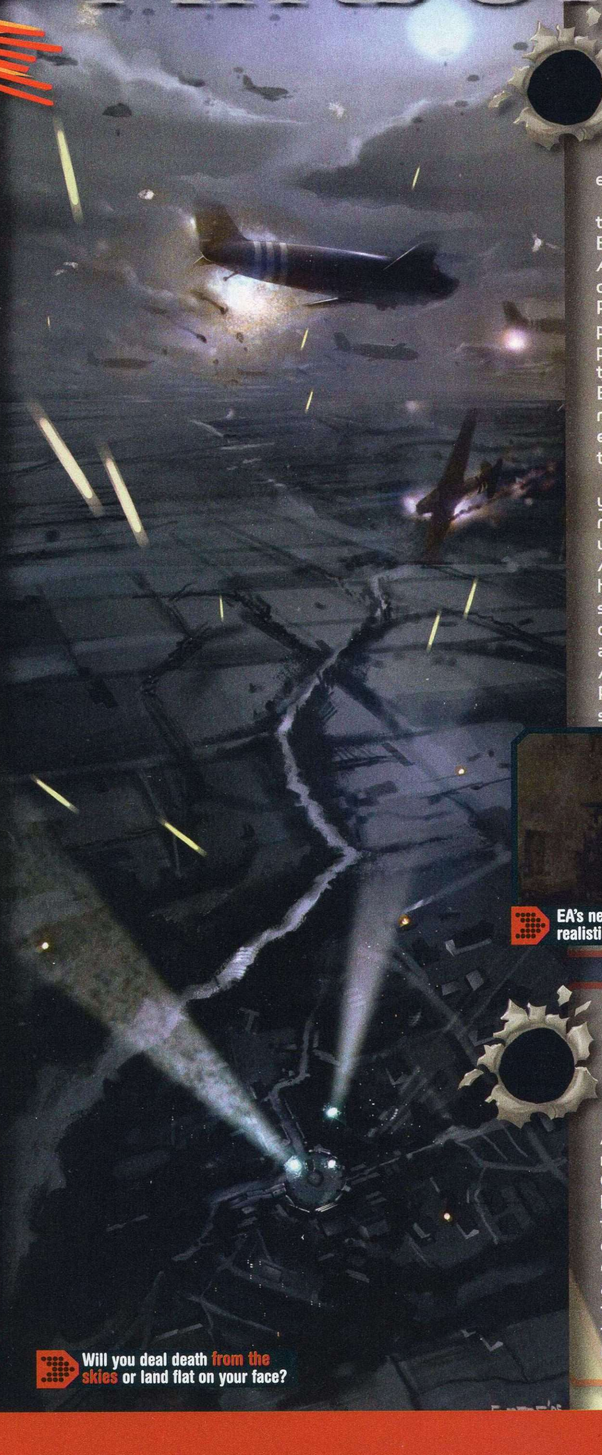
It seems like centuries have passed since Valve's oft-delayed opus sent the gaming world berserk, but after a series of delays the next chapter in speccy Gordon Freeman's battle against The Combine is ready to hit PCs. *Half-Life 2: Aftermath* has a release date of 28th April, but whether or not us UK gamers will also have a chance to get our hands on the new US platinum edition of *HL2* is still unconfirmed.

WORL

360 fires first shots in next-gen shooter war!

If you thought the New Year would bring peace, harmony and goodwill to all men, you'd be dead wrong. Actually, you'd probably just be dead, because 2006 is set to be a year dominated by big-name blasters and all-out warfare. From tropical islands to war torn Europe and even the future, here's a gander at what we'll be blowing up in the next 12 months...

MEDAL OF HONOR AIRBORNE

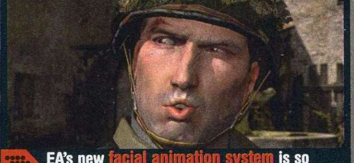


Will you deal death from the skies or land flat on your face?

Having been deluged with memorable shooters in 2005, like *Call of Duty 2* and *Brothers in Arms*, we nearly forgot that the lacklustre *Medal of Honor: European Assault* ever existed.

Now EA has decided it's time to set the record straight. Enter *Medal Of Honor: Airborne*. Each mission kicks off with your character – Private Boyd Travers – being parachuted out of a carrier plane and deep into enemy territory. Whoa. Even cooler, EA has promised vast free-roaming environments to explore and even more Nazis to kill than ever before.

Exactly how you'll control your descent from above is a mystery at this moment, but we've a sneaky feeling *Airborne* might just be the war hero to gets this flagging series back on track. In development for both current and next-gen machines, *Airborne* will touch down on PS2, Xbox, PC, 360 and PS3 sometime this winter.



EA's new facial animation system is so realistic you can almost hear him shouting.

GEARS OF WAR

Arguably the best-looking next-gen title of the lot, Epic Games' *Gears of War* just keeps getting scarier. We thought Markus Fenix and co. had their blasting work cut out before, but the scale and terrifying appearance of this swarm of Locust means the stakes just got a whole lot higher...

CONSOLE WAR!

IWATA REVOLUTION!

Outspoken but highly quotable Ninty supremo Satoru Iwata has finally confirmed that Revolution will *definitely* be available before the end of 2006 in the US and Japan.

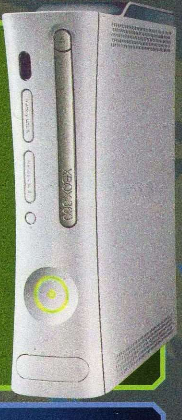
"We have no plans to miss out on the year-end (console) sales battle," roared Iwata. "As for North America, we need to release it by Thanksgiving, otherwise we won't receive support from retailers. So the Revolution will be released prior to that date."

Meanwhile, Nintendo Europe would only confirm that Revolution remains on track for release sometime this year.

So what about pricing? Well, that's still a subject of fierce debate, but Iwata reaffirmed that Nintendo wants their machine to be "affordable" to the average punter. We'd hazard a ballpark figure of anything from maybe £130 – £190, but it's still very early days...

IN OTHER NEXT-GEN NEWS...

360



- Speaking at CES 2006 it emerged that even Mr Microsoft himself – Bill Gates, that is – hasn't got a clue when *Halo 3* is coming out.

GM verdict: It'll be ready when it's ready. Calm down everyone.

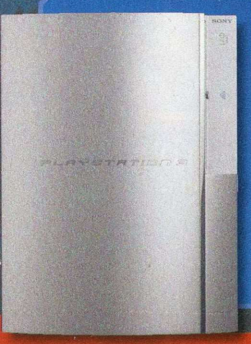
- 3D artists Josh Robinson, who's ironically working on a PS3 tech demo, has claimed that pals who have worked on both Sony's machine and Xbox 360 reckon Microsoft's box of tricks "is capable of just doing more".

GM verdict: Josh is probably just trying to make a name for himself.

- A glitch in the final code of *Dead or Alive 4* erases save games.

GM Verdict: Tecmo noted that "We're aware of the issue. We're working to identify and resolve the potential problem with the technical folks at Microsoft". Whoops.

PS3



- Sony has updated the Japanese PlayStation website with listings for the first six titles in development on the next-gen format. They are: *Eye of Judgement, Genji 2, Angel Rings, Monster Carnival, Gran Turismo, Everybody's Golf 5.*

GM Verdict: No surprises with *Golf* and *GT* – but what the hell is up with the others? Sony took the list down a few hours later.

- US analysis firm Pacific Crest Securities has speculated on a November launch for the PlayStation 3 in the US, with Europe and other PAL territories following a depressing five months later in March 07.

GM Verdict: Blah blah blah. More boring conjecture. We'll wait for Sony confirmation, thanks.

WEISZ TO VOICE LARA

We've heard whispers that Golden Globe winner Rachel Weisz is set to become the new voice of everyone's favourite archaeologist. No, not Indiana Jones you idiots – plummy Lara Croft. If true, Ms. Weisz will replace Jonell Elliott who voiced the heroine in *The Last Revelation, Chronicles,* and *Angel of Darkness,* who herself replaced *Tomb Raider I* and *2's* Judith Gibbins, who *herself replaced* original *Raider* Shelly Blond. That's a lotta Laras.

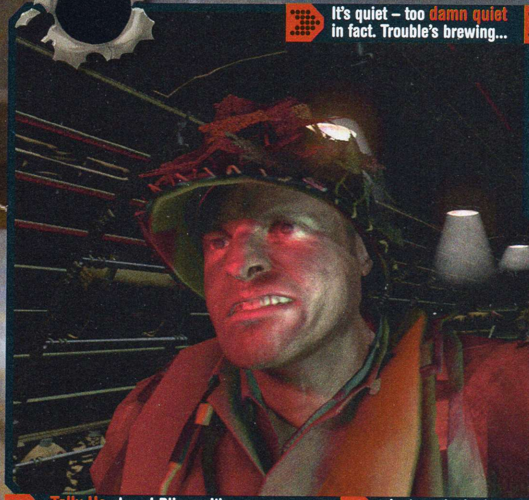
GUITAR MAN

Outstanding news! Superb guitar-a-thon *Guitar Hero* has finally bagged itself a European publisher. The lucky lot are Red Octane, who are hoping for an early April release date (we're hearing the 7th). It'll likely cost somewhere around the £49.99 mark, but bear in mind that it'll come bundled with a mighty plastic guitar. Budding Status Quo-wanabees start cultivating those mullets and begin practicing their air guitar solos in anticipation...

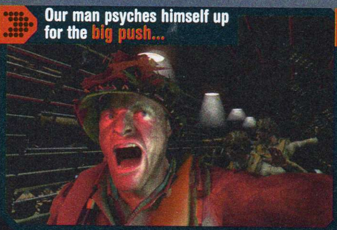
D WAR 360

CHOCKS AWAY!

Airborne drops you into the thick of war like never before. Remember the parachute drop sections in *MOH: Spearhead* and *COD?* Now it's up to *you* to make a perfect landing as these 360 shots show...

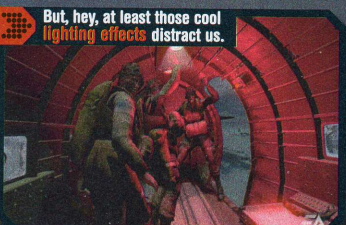


It's quiet – too damn quiet in fact. Trouble's brewing...

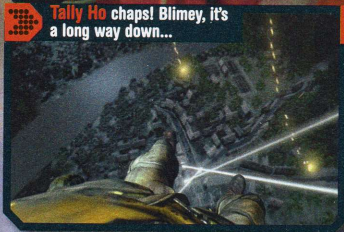


Our man psyches himself up for the big push...

Gulp – that queue just keeps getting shorter...

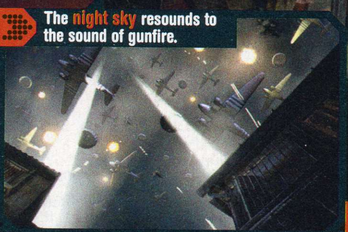


But, hey, at least those cool lighting effects distract us.



Tally Ho chaps! Blimey, it's a long way down...

Just our luck, the only darn tree for miles around.



The night sky resounds to the sound of gunfire.

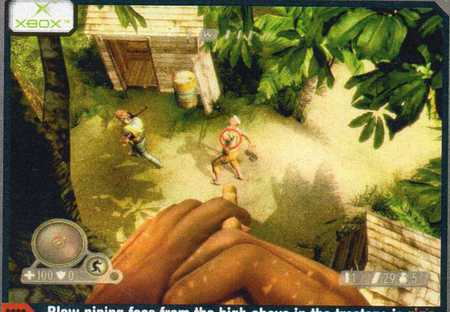
Steal a march on the Nazi scum by pouncing from above.

FAR CRY

Our favourite jungle first-person shooter, *Far Cry* set new standards in parrots, trees and sand when it wowed PC gamers back in 2004. Next up was the successful Xbox reimagining, *Far Cry Instincts.*

Now Ubisoft has confirmed not one but two new chapters in its series. First up is an updated sequel for *Instincts* on Xbox, tentatively titled *Next Chapter,* which set to feature a fresh plotline, new cast and an improved coastline. Even more exiting is *Far Cry Instincts Predator* for 360, which is a combination of *Predator* and *Next Chapter* with HD foliage and enhanced AI.

Both games are still a way off yet, but come springtime you'll no doubt be crying with delight...



Blow piping foes from the high above in the treetops is ripe with potential, not to mention very satisfying.

Trucks are fun to drive, but we prefer to blow them up like this...

This Locust happily swapped his arms for extra weaponry. That's the spirit!

Urgh! Argh! Eek! Etc! The term 'ugly mother' was invented for this freak.

grand theft auto™

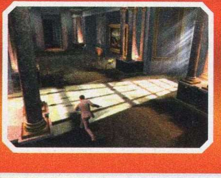
Will next-gen *Grand Theft Auto* ever get a release date?

***GTA 4's* release date and possible exclusivity to PS3 could have a major impact on the console war. Expect an announcement at the E3 show in May.**

Meanwhile, Rockstar's parent company Take-Two did confirm some new *GTA* action is heading our way. *GTA: Liberty City Stories* (GM167, 90%) is coming to PS2 this summer. There was also official confirmation that an all-new *GTA* game is planned for PSP this year. Maybe it'll be the *GTA: London* remake that has been the subject of wild internet rumourings? Stay with *GM* for the latest *GTA* info.

PC'S CONDEMNED

We still haven't stopped trembling after finishing what we consider to be one of the scariest games of all time – Monolith's *Condemned.* As well as the sheer joy of battering serial killers to death, we were also awestruck by the awesome lighting effects and super high-res textures. It's finally been confirmed for PC sometime in March by Sega Germany. Now all we want is for *F.E.A.R.* to hit 360…



DA VINCI CRACKED!

Check out this first screenshot of *The Da Vinci Code*, published by Take Two to coincide with the May release of the film of the book. The adventure game features the two main characters from the book – Langdon and Sophie Neveu. Interestingly, Charles Cecil, the man behind the *Broken Sword* games, is working on the game. So we're even more excited to see how this game turns out.

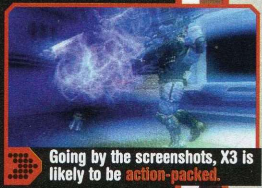
X-MEN POWER INTO ANOTHER SEQUEL

New game to coincide with movie

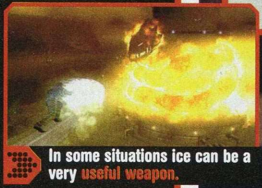
A new X-Men game is on the horizon Activision have announced, to coincide with the release of the new X3 film out in May.

With the working title of *X3 The Game,* this official game of the movie will be based around a story that spans the time between the end of the *X2* film and the start of *X3*. The only three characters that are known about at the moment are Wolverine, Iceman and Nightcrawler, all of who are playable and all of which can utilise their mutant powers throughout the game.

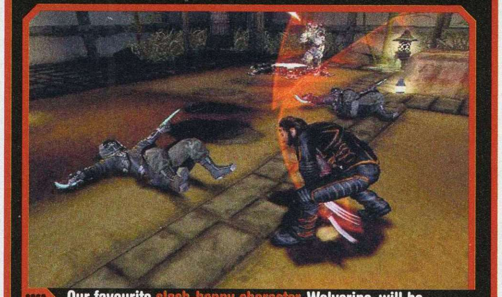
Likely to be released in May, we'll have more next issue.



Going by the screenshots, X3 is likely to be action-packed.



In some situations ice can be a very useful weapon.



Our favourite slash-happy character, Wolverine, will be among the playable characters in the new game.

BLU-RAY VS HD-DVD

It's not just consoles that are scrapping… here comes the disc war!

This year's CES show in Las Vegas opened a new front in the console war – the fight to decide what's going to take the place of DVD in the High Def era. It's between two formats: Blu-Ray and HD-DVD. PS3 will have a Blu-Ray player built in and Bill Gates unveiled plans for an HD-DVD drive add-on for later in the year. Here's everything you need to know…

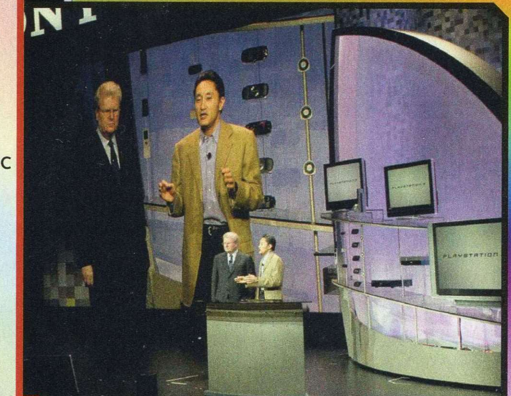
Blu-ray Disc

SO WHAT'S THE DIFFERENCE?

- Blu-Ray and HD-DVD are both new types of disc – like DVD and CD-ROM before them – but with a massive storage capacity. Both can hold astonishingly high quality, high definition video and massive next-gen games.
- DVD's currently have a capacity of 9GB. In comparison, HD-DVD can hold 30GB while Blu-Ray comes in higher at 50GB. Theoretically though, both formats could hold over double that in the future.
- HD-DVD is very similar to current DVD technology. HD-DVD players can play your old DVDs and the process of manufacturing the discs is much cheaper.
- Blu-Ray is a format that's been designed from the ground up and will require all new manufacturing processes. This is likely to make it the more expensive of the two formats for both players and discs.

SO WHY ALL THE FUSS?

- The two formats are competing for your attention. Just like the old VHS and Betamax video format, it's likely that only one can win.
- Manufacturers of home theatre kit are divided about which is the best format. On the one hand Toshiba, NEC and Sanyo are siding with HD-DVD, on the other Sony, Panasonic and Pioneer are on the side of Blu-Ray.
- Movie Studios are also divided on which to back. Blu-Ray has attracted the likes of Columbia, MGM and Disney, while HD DVD has Warner Bros, Paramount and Universal on board. It is important to note that most studios will release films on both formats, at least initially.



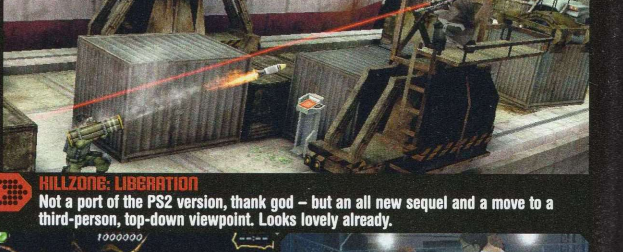
Much of this years CES (Consumer Electronics Show) was centered on the forthcoming battle – with both sides showing their wares.

BREAKING NEWS EIDOS' 25 TO LIFE ISN'T POPULAR WITH THE US NATIONAL LAW ENFORCEMENT OFFICERS

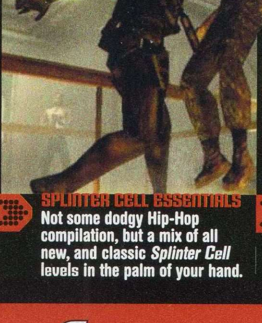
PSP GATHERING PACE

Yup, there's definitely life after GTA: Liberty City Stories

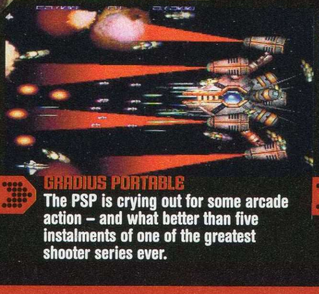
At long last, the PSP's launch line up is starting to pick up some pace – with a good spread of games which, thankfully, don't involve driving cars. Here are our picks that are looming over the horizon…



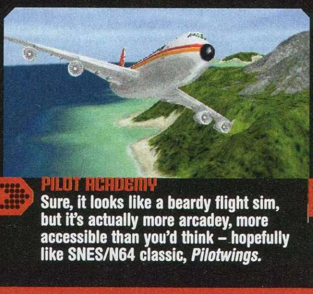
KILLZONE: LIBERATION
Not a port of the PS2 version, thank god – but an all new sequel and a move to a third-person, top-down viewpoint. Looks lovely already.



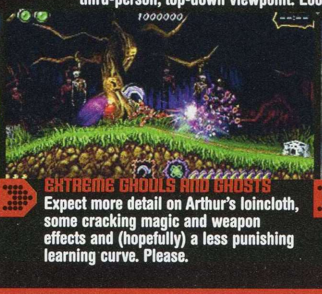
SPLINTER CELL ESSENTIALS
Not some dodgy Hip-Hop compilation, but a mix of all new, and classic *Splinter Cell* levels in the palm of your hand.



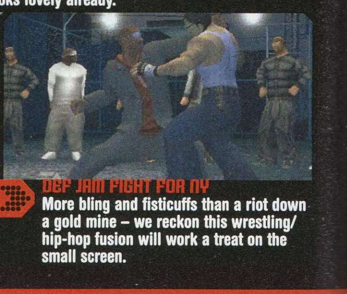
GRADIUS PORTABLE
The PSP is crying out for some arcade action – and what better than five instalments of one of the greatest shooter series ever.



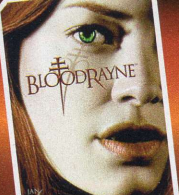
PILOT ACADEMY
Sure, it looks like a beardy flight sim, but it's actually more arcadey, more accessible than you'd think – hopefully like SNES/N64 classic, *Pilotwings.*



EXTREME GHOULS AND GHOSTS
Expect more detail on Arthur's loincloth, some cracking magic and weapon effects and (hopefully) a less punishing learning curve. Please.



DEF JAM FIGHT FOR NY
More bling and fisticuffs than a riot down a gold mine – we reckon this wrestling/ hip-hop fusion will work a treat on the small screen.



PURPLE RAYNE

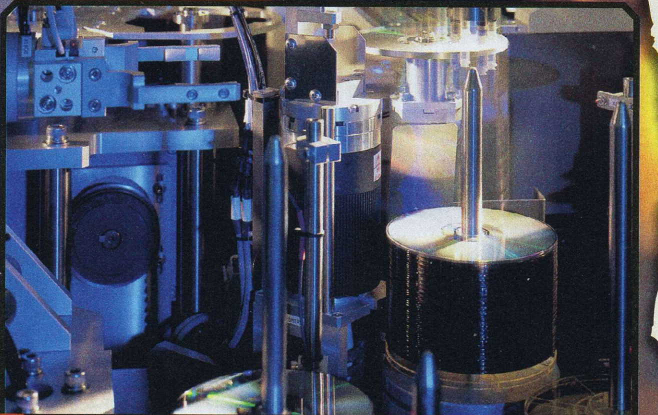
Uwe Boll's latest game-to-film tie-in – the sexy vampiric *BloodRayne* – is suffering the cinematic equivalent of a severed jugular. US ticket sales over the first three days amounted to a meagre $1.2 million. To put that figure into context, *BloodRayne's* production budget was $25 million, while marketing costs hovered around the $22 million mark. Ouch, ouch and triple ouch. We're tempted to say the film sucked in every way imaginable, but that'd be beneath even us...

SYSTEM ONLINE?

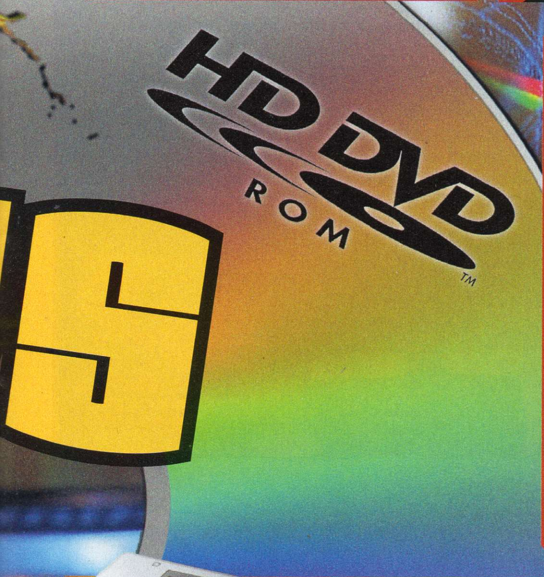
It's getting on a bit in years now, but mention the words 'System Shock' to any self-respecting PC gamer and watch their eyes begin to widen in fear. While it's now been seven years since *System Shock 2*, a belated sequel might finally be in the works after Take 2 announced the acquisition of developers Irrational Games. Hang on though – why has EA of all people recently renewed the series' trademark? Interesting times ahead...

SO WHAT DOES IT MEAN FOR ME?

- Not much at the moment. Like DVD before them, the uptake of these new technologies will take some time. Expect players to start rolling out this year, at wallet-bruising prices.
- However, it's only a matter of time before they start to encroach on gaming. PS3 for example will probably be the cheapest available Blu-Ray player when it launches, and this will play a crucial part in the battle.
- However, Microsoft recently announced that it will release a separate, external HD-DVD drive for 360. It's also been rumoured that a similar Blu-Ray drive will also be made available, but Microsoft have since denied this.



Part of the battle will come down to things like cost. The Blu-Ray manufacturing process is more expensive which will drive up prices.



WHAT'S THIS GOT TO DO WITH GAMES?

- PS3 will probably be the cheapest Blu-Ray player at launch, so it could build up a huge sales quickly – drawing in gamers and non-gamers alike. Much like PS2 was many people's first DVD player, PS3 could well be your first Blu-Ray player.
- Microsoft has said they'll make a HD-DVD add on – could, as speculation suggests, we see an updated 360 with a HD-DVD as standard?
- The new discs can store crazy amounts of data which, hypothetically, could mean bigger games – look what happened when gaming switched from cartridges to CD-ROMs. But is this always a good thing? We couldn't cope with longer cutscenes or more hours of *Metal Gear* CODECS!
- The hardware won't be cheap either – Ken Kutaragi has said that PS3 will be expensive – and that'll partly be down to that Blu-Ray player. Also, if the discs will cost more to make, will we be paying more for our games? Revolution will use DVDs so could be the cheapest console.
- And won't it all get old very quickly? Downloadable content will eventually do away with the need for discs. It's happening with music now – and it's already happening with games, with services like Steam, Xbox Live and Revolution's planned retro downloads.

GAMES MASTER SAYS

HOLD YOUR HORSES!

Don't throw away your DVD player just yet

All this HD-DVD vs Blu-Ray rivalry is really going to start heating up over the coming year. But to be honest, we wouldn't start fretting over it just yet. And we certainly wouldn't start thinking about taking sides.

For the time being at least, it's best to sit back and patiently watch how things develop. Both have their advantages and disadvantages – namely in terms of price and support from manufacturers and movie studios. And it'll only be when the dust settles, in well over a year's time, that you can make a decision.

The good thing for gamers is that both formats offer previously undreamed-of storage space for massive games. Let's hope developers put it to good use...

NINTENDO DS

DS REDESIGN?

Is there a sleeker model in the works?

Rumours have been flying that the DS is to get an SP-style redesign – and the gossip was started by Japanese magazines and retailers like online gameshop Lik-Sang. Nintendo responded by wheeling out the old "nothing to announce at this time" comment - neither confirming or denying the rumours. But, as the saying goes, there's no smoke without fire, and we reckon a sleeker, remodelled DS is as inevitable as another instalment of *FIFA*.

Every Nintendo handheld has undergone numerous redesigns over the years, with four different Gameboys (Original, Pocket, Light and Colour) and, of course, three different GBA's (Advance, SP and Micro) so it's inconceivable that the DS won't receive the same treatment. Our money is on some kind of announcement at E3, with Nintendo taking out backward compatibility with the GBA to help slim things down a bit.

MEMORIAL FUND. THEY RECKON IT'S ANTI-POLICE, AND THEY EVEN WANT IT BANNED!

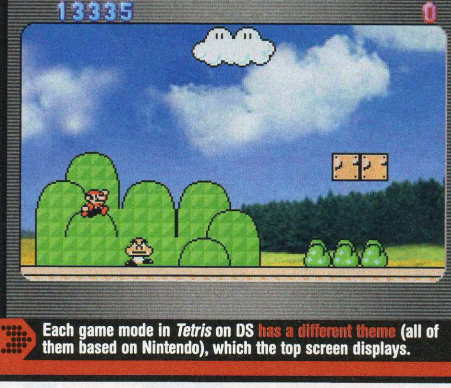
TOUCHY TETRIS

The most addictive game ever comes to DS?

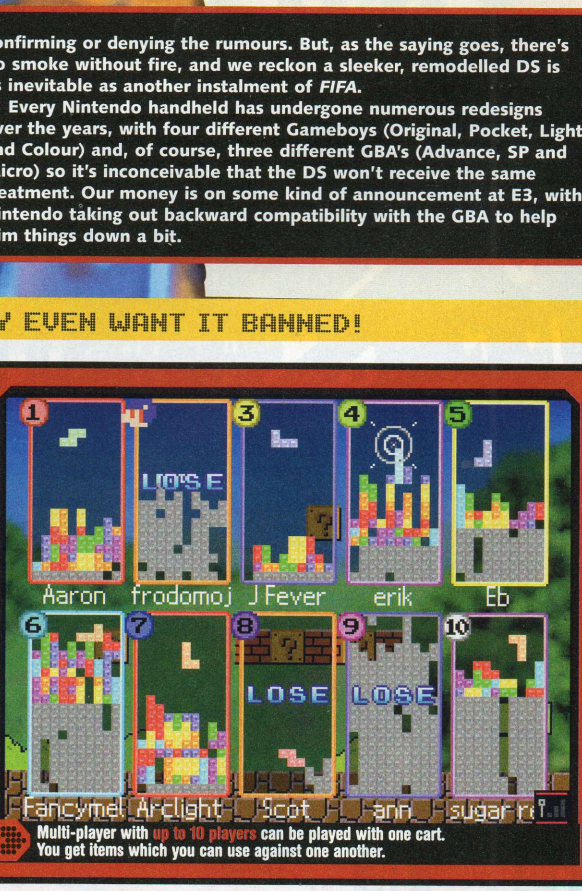
The DS is set to get yet another sure-fire hit in March when Nintendo release *Tetris* DS. It's a unique take on the classic game, with the touch screen adding a whole new gameplay element. Although purists shouldn't panic just yet – it's still *Tetris* through and through.

The six modes in the game will each have a Nintendo theme – there's *Zelda* and *Metroid* among others and there's also a head-to-head mode – up to 10 players can go up against one another using only one cart. You can also play online two or four player battles with points accumulated upping your online rating.

Expect to be seeing falling blocks in your sleep in just over a month's time...



Each game mode in *Tetris* on DS has a different theme (all of them based on Nintendo), which the top screen displays.



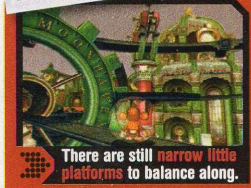
Multi-player with up to 10 players can be played with one cart. You get items which you can use against one another.

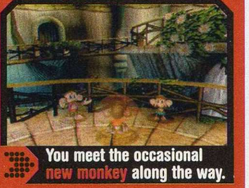
BLOWING BUBBLES

When we heard *Bubble Bobble* was being reimagined in 3D we were concerned. Thankfully, one look at the game was all it took to confirm that the classic gameplay remains relatively untouched. We say 'relatively', because there's now a new emphasis on puzzling as you unlock doors and solve environmental obstacles. *Bubble Bobble Evolution* is slated for a March 2006 release.

BUZZ OFF

Anyone who, like us, enjoyed Sony's nutty music quiz *Buzz!* over Crimbo will be pleased to hear that the series is set to achieve *SingStar*-like status. But in *Buzz: The BIG Quiz* the questions could be on any topic imaginable. Pictures, audio snippets and video clips will cover a whole host of subjects from film and sport through to music. It's also eight-player – time to invest in a bigger settee?


There are still narrow little platforms to balance along.

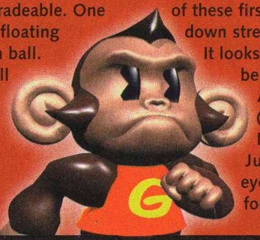

You meet the occasional new monkey along the way.

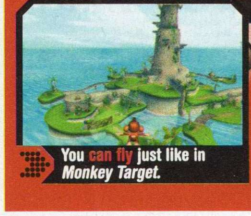
MONKEYS ON THE MOVE

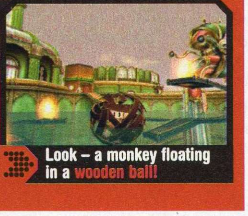
SMB rolls in a new direction

For the first time, Sega are letting their monkeys in balls out of their normal duties of navigating small platforms balanced in the sky and into the real world.

Super Monkey Ball Adventure is a platform adventure starring everyone's favourite sphere-bound simians. As well as rolling around levels – and presumably taking on a few enemies as well – their slightly limiting plastic balls will also be upgradeable. One of these first screenshots shows AiAi floating down stream encased in a wooden ball. It looks like the monkeys will be able to fly as well, *Monkey Target* style (the best *SMB* mini-game). Due out on the PS2 in June, we'll be keeping an eye on these monkeys for you.




You can fly just like in *Monkey Target.*


Look – a monkey floating in a wooden ball!

SAN ANDREAS BLOWN UP!

GM satellite maps GTA!

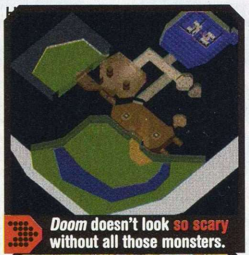
Noticed your free amazing *Grand Theft Auto: San Andreas* poster map in this month's *GamesMaster* yet? It's all down to one man – games fan, Ian Albert, who hails from the US. Elaborating on how he actually manages to construct these ornate masterpieces, Ian has this to say:

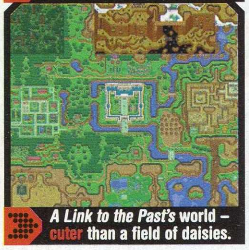
"For many I use an emulator and take screenshots of the game and then piece them together into one big map in Photoshop.

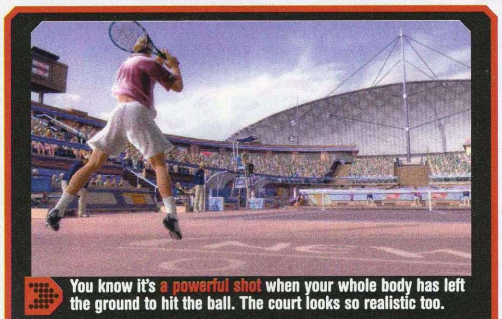
Sometimes I find a ROM editor that helps me grab larger chunks of the map at once and see hidden map elements, but I still tend to use a lot of screen captures to supplement that source. There's no trick to mapping. It takes forever, but the results are worth it."

Unfortunately, since Ian's map is just *so* detailed, we couldn't find a piece of paper big enough to fit all the tiniest place names in.

Fear not though, if you want to see it in *even* more super high-res detail – as well as checking out more of Ian's incredible maps – surf on over to his website at http://ian-albert.com. There you'll find equally breathtaking examples featuring such classics as *Super Mario World, Legend of Zelda, Ultima 7* and *Doom 2.*


Doom doesn't look so scary without all those monsters.


A Link to the Past's world – cuter than a field of daisies.

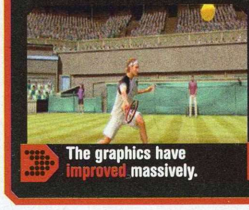

You know it's a powerful shot when your whole body has left the ground to hit the ball. The court looks so realistic too.

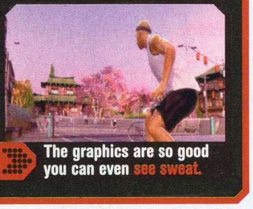
XBOX 360 TAKEN TO COURT!

New shots of its first tennis game

Take Two's next-gen tennis sequel *Top Spin 2* has finally been given a 28th April release date after a couple of delays. And we have new shots of the court action.

The ultra-realistic game will feature top tennis players Venus Williams and Roger Federer among others. While the actual gameplay hasn't changed too much since the first one, there is a new Grand Slam mode that lets you take your created tennis stars from the Junior Championships to Grand Slam glory. Provided you haven't modelled them on Tim Henman, presumably.


The graphics have improved massively.


The graphics are so good you can even see sweat.

"Definitely one to watch"
XBOX MAGAZINE
STILL FREE
PlayStation
XBOX
MARC ECKŌ'S
getting up
CONTENTS UNDER PRESSURE
16+
ATARI
www.gettingup.com
vodafone
mobile by glu

© 2005 ATARI Europe SASU. All Rights Reserved. Manufactured and Marketed by Atari Europe SASU © 2005 Atari, Inc. All Rights Reserved. © 2005 Ecko Unltd, Inc. ECKO LTD "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are the properties of their respective owners. Microsoft, Xbox and the Xbox Logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

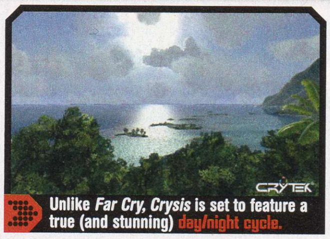
STALK ON

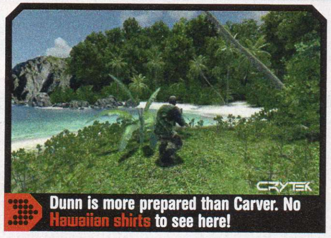
With a development cycle that put the likes of *Duke Nukem Forever* and *Half-Life 2* to shame, it appears there may finally be a smidgen of light at the end of *S.T.A.L.K.E.R's* long tunnel with fans sites reporting that GSC Gameworld has finished work on the FPS *Shadow of Chernobyl*. The post-apocalyptic gorefest promises to suck gamers into a free-roaming world full of mutated freaks. Don't expect to play it for another 6-8 months yet, though.

STUBBS THE ZOMBIE
Soundtrack
Featuring

STUBBY JUBBLY

Not only is *Stubbs the Zombie* fab, it also happens to have a surprisingly ace retro soundtrack. A classically kitsch CD contains specially commissioned covers of '50s-era songs, performed by Cake, The Dandy Warhols, The Raveonettes and more. Even better, we've go five copies to give away. To win, simply answer the following question: What's Stubbs' favourite food? a) Brains b) Chips c) Hotdogs. Answers to gamesmaster@futurenet.co.uk


Unlike *Far Cry*, *Crysis* is set to feature a true (and stunning) day/night cycle.


Dunn is more prepared than Carver. No Hawaiian shirts to see here!

TIME CRYSIS!

We're in heaven with Far Cry's spiritual successor

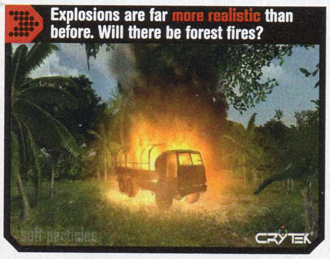
Are you a PC owner feeling left out after the amazing new *Far Cry Instincts* shots back on page eight and nine? Well, we've got something that'll take your breath away... Crytek's new title, *Crysis*.

Although our shots below are only of the new game's engine in action and not *Crysis* itself, we do have a few snippets of info. *Crysis* stars US special agent Jack Dunn who's sent to investigate an 'asteroid' on a Pacific island that bears an uncanny resemblance to the one featured in *Far Cry*.

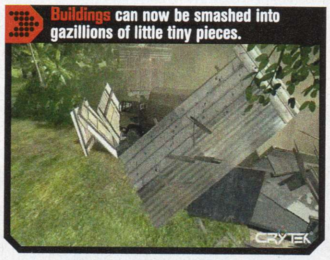
It transpires that this asteroid is actually an alien vessel, full of enemies packing 'freeze' weaponry that's employed to reduce the temperature of the environment to that of their home world. Luckily, Agent Dunn wears a special 'nano' combat suit, which enhances his physical abilities and allows him to enter a cool *Predator*-style stealth mode.

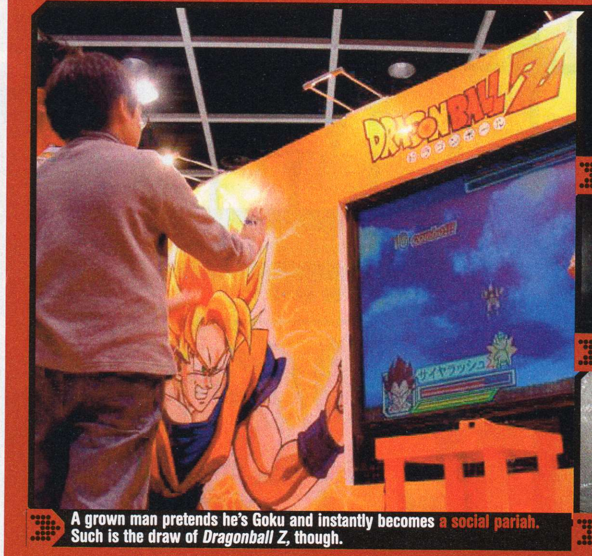
With some amazing ideas on show, it looks as if the spiritual successor to everyone's favourite tropical island FPS is going to be extra (terrestrial) special...

Explosions are far more realistic than before. Will there be forest fires?



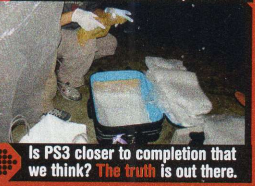
Buildings can now be smashed into gazillions of little tiny pieces.




A grown man pretends he's Goku and instantly becomes a social pariah. Such is the draw of *Dragonball Z*, though.

PS3 in white, silver and black flavours. But are they real?

On go the sexy gloves as the chamber of secrets is opened.


Is PS3 closer to completion that we think? The truth is out there.

PS3 SPY JOY

Final PS3 hardware spotted in Hong Kong?

***GamesMaster* Philippine's intrepid correspondent braved the recent Asia Game Show, and came away with some hot, exclusive PS3 piccies snapped after the event was drawing to a close.**

According to our man in the know: "Sony Japan employees, clad in gloves, carefully removed four PS3's units from display. They were really careful with handling the units which they lovingly coated with bubble wrap. It occurred to me that if these were just mock-ups, why the extra care and gloves?" Why indeed... could priceless Cell processor actually be contained within?

Back to reality for a moment, and something else that caught our journo's eye was this *Dragonball Z* Eyetoy-like TV Game that hooks up direct to your telly. Placing rings over your fingers which act as sensors, your punches and hand movements are all translated directly onto the screen. Who needs Revolution, eh?

OUT 17.02.06
MARC ECKŌ'S
getting up
CONTENTS UNDER PRESSURE
EVERY REVOLUTION STARTS WITH A MESSAGE
16+ www.pegi.info
PC DVD ROM
XBOX
PlayStation 2
the collective
ecko unltd.
ATARI

360 SCRAP

Street Fighter 2 just keeps on giving. Lucky Xbox 360 owners will soon be able to download and play Hyper Fighting on Live Arcade. You'll now also be able to head online for the amazing Quarter Match, too.

BLANKA
KO
96
GUILE

POP: THE MOVIE

Ubisoft's *Prince of Persia: The Two Thrones* looks set to hit celluloid. However, rather than just another low budget stinker, this one has the potential to be rather quite good. Plus it's likely to have Jerry *'Pirates of the Caribbean'* Bruckheimer at the helm. Just princely…

READY STEADY COOK!

At last – a game for all budding Delia Smiths…

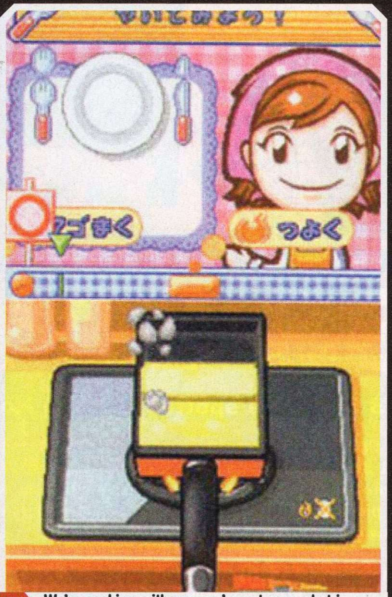
Have you ever wished there was a game out there that let you expand your culinary horizons? Or let you experience what really happens if you slam the door on a soufflé or put raw eggs in a microwave?

Probably not, but a new game called *Cooking Mama* deserves your attention even if you're the sort of person who struggles with making a decent piece of toast.

Due out on the DS at the end of March in Japan, this Taito developed game uses the stylus to let you slice, fry and flambé all sorts of ingredients – using the unique abilities of the DS.

Tasked with following real-life recipes, accidentally slip with the curry powder and your meal will be marked down for sure. You even have to work on the presentation of your finished meal – a sloppy mess in the middle of the plate just won't cut the mustard in this game.

A UK release is yet to be confirmed, but we'll let you know as soon as it is.



We're cooking with gas: we're not sure what is on this plate but flipping it looks fun nonetheless.

TOTAL OVERDOSE!

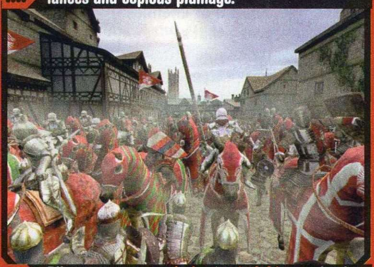
War is on the horizon once again…

After *Shogun*, *Medieval* and *Rome*, we didn't really think war could get any more, er… total. It seems Creative Assembly agree, because instead of focusing their new title on cavemen or WW2, they're returning to the Medieval era for the fourth instalment in the series.

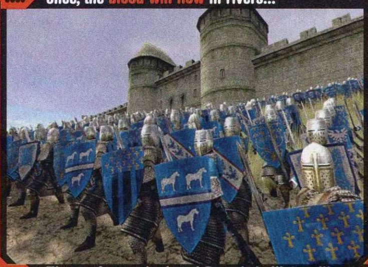
Set during the most turbulent era in European history, you'll lead your armies across the battlefields of Europe and the Holy Land before discovering the Americas and doing battle with the fearsome Aztecs.

With over 200 new units, enhanced siege warfare, new weaponry, a highly detailed building damage model, redesigned multi-player modes and battles featuring up to 10,000 (!) soldiers, *Medieval 2* is looking like far more than a simple remake. GM preferred the original *Medieval* to *Rome*, so needless to say we're *totally* hyped up for this one.

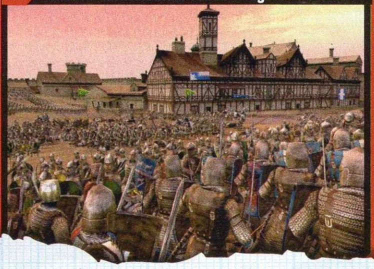
It's out with togas and legionaries and in with lances and copious plumage.



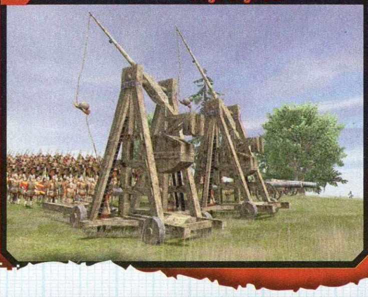
With up to 10,000 of these nutters onscreen at once, the blood will flow in rivers…



Pikemen are a cavalry's worst nightmare. Looks like it's horsemeat all round tonight!



Those of you who loved Rome's ballista will drool over Medieval's siege engines.



NEW STUFF

KODAI DJINNS

Yo-yos spin in and out of fashion like, well, yo-yos really, while the time of the Tamagotchi has also come and gone. Hang on though, what if you *combined* the two? You'd have the best damn craze ever! Enter Kodai Djinns…

Each colourful yo-yo contains one of 12 random, super cool LCD warriors who are 'born' when you begin spinning. Keep on spinning to 'train' your bad boy before beefing up their stats in one of seven entertaining mini-games. Then it's time to pit your hero against your mates. Simply place the yo-yos together and let battle commence via the inbuilt wireless ports. With the LEDs flashing and sound effects booming out, it's pretty hard not to be impressed.

Since Kodai Djinns are still super-rare outside of Japan, the only place to get one in the UK is the ever-reliable www.firebox.com. Get your order in early – these bad boys are going to be massive…

FROM: Spin Master
CONTACT: www.firebox.com
PRICE: £14.95

SMARTJOY DUAL PLUS / PS2 DUAL SHOCK 2 OFFICIAL CONTROLLERS

Bought a console port like *PES 5* or *Prince of Persia: The Two Thrones* for your PC this Christmas and can't get your head around those rubbish keyboard controls? Enter the SmartJoy Dual PLUS, an unbelievably handy gizmo that simply plugs into your USB port, installs itself and allows you to plug not one, but two PS2 controllers into your PC. Obviously, you'll need to buy a PS2 controller to use it with, so how about an official Sony Dual Shock 2 pad in one of the oh-so-cool new flavours of Emerald Green, Lemon Yellow, Slate Grey or Ocean Blue? For very little moolah, you'll have the ultimate PC gaming set-up. You can buy it from gaming gear importers Lik-Sang.

SONY
SONY
SONY

FROM: Lik-Sang
CONTACT: www.lik-sang.com
PRICE: £8.99 / £9.61 per pad

YAMAHA YSP-800 DIGITAL SOUND PROJECTOR

If you fancy listening to your games and movies in glorious 5.1 surround sound (who wouldn't?) but simply can't be bothering faffing about with all of those speakers and cabling, then this piece of Yamaha genius might just be the audio solution for you.

With a whopping 23 separate digital power amplifiers, the YSP-800 delivers authentic sounding 5.1 audio that's 95% identical to the real thing. It might look a little on the ugly side and it's certainly expensive, but there's no doubt that – technically speaking – it does the business.

FROM: Yamaha
CONTACT: www.yamaha-uk.com
PRICE: £549.99

ETYMOTIC ER6 ISOLATOR EARPHONES

These top-of-the-line, super pricey earphones are for PSP audiophile owners who simply have to hear their tunes sounding at their absolute peak, without sharing the contents of their ipod with the rest of the bus queue.

The actual buds fit snugly inside your ear canal, providing excellent noise isolation with unparalleled clarity.

This means your music and UMD collection sound miles better than ever before, since all external noise (like traffic or your girlfriend's nagging) are all filtered out. Bliss. Yes, they're not on the cheap side, but what price can you put on beautiful-sounding music?

FROM: Etymotic
CONTACT: www.widget.co.uk
PRICE: £99.99

FREE* GAME

for your mobile phone!

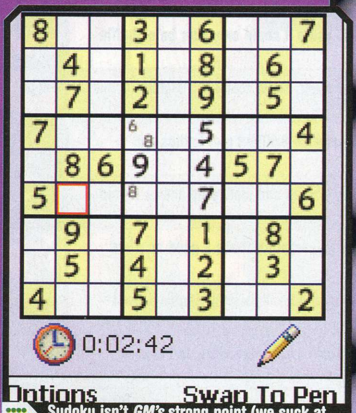
Puzzling, platforming and pass 'n' move... what more could you want on your mobile?

You Play We Pay!

FREE Mobile game brought to you by... GAMESMASTER
Britain's Best Games Mag

SUDOKU MASTER!

Whoever thought maths could be fun? Mad 4 Games' version of the classic puzzle Sudoku includes 20 fiendish boards plus an update option, multiple difficulty levels, unique hint mode, save game options plus a 'pencil' facility for when you're stumped! Use just one thumb to puzzle away the tedium on the school bus... then laugh at everyone else wrestling with pencil and paper in the crush!



8			3		6			7
	4		1		8		6	
	7		2		9		5	
7			6 8		5			4
	8	6	9		4	5	7	
5			8		7			6
	9		7		1		8	
	5		4		2		3	
4			5		3			2

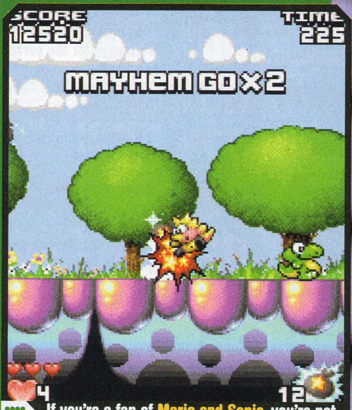
0:02:42

Options Swap To Pen

Sudoku isn't *GM's* strong point (we suck at maths) but it's way cooler than Arrowwords!

MAYHEM'S MAGIC DUST

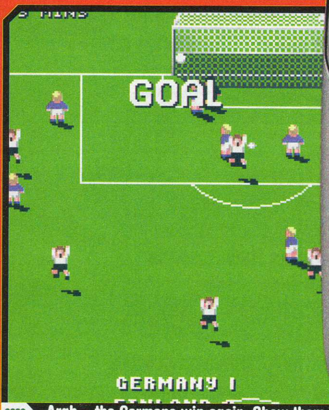
Those talented chaps at Infinite Lives just love their retro gaming, hence this addictive arcadey platformer. Hardcore gamers will relish the challenge of guiding Mayhem through level after level of dragon-bashing, bird-hopping, score-seeking fun. If you're the type of gamer who likes to be pushed to the limits, you'll be spellbound by this magic dust.



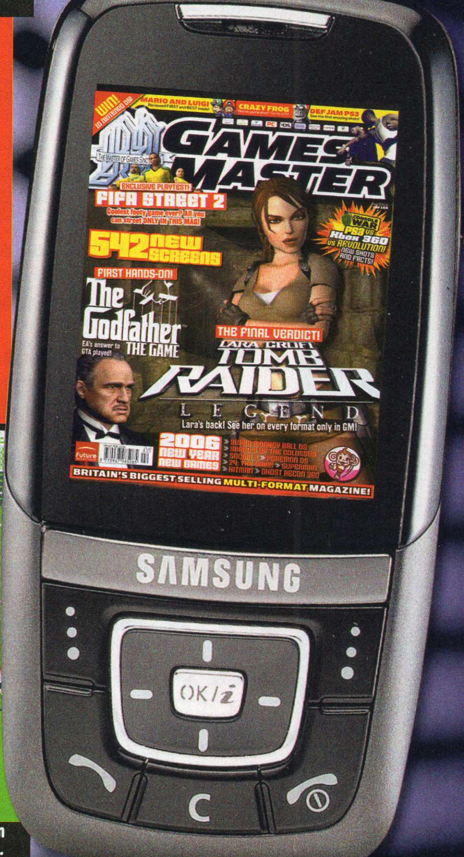
If you're a fan of Mario and Sonic, you're not likely to be disappointed with Mayhem.

SENSIBLE SOCCER

This mobile version of the legendary footy game *Sensible Soccer*, developed by Tower Studios and published by Kuju Wireless, features 11 game modes, accurate player performances and, on higher spec handsets, even action replays and bonus animations. The *Sensible Soccer* series already has 15 million users worldwide, and its appeal keeps growing. Whether you're a serious or casual fan, this is your chance to enjoy some top footy action.



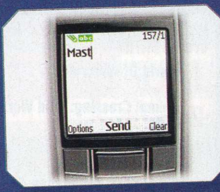
Argh – the Germans win again. Show them who the real champs are in *Sensi Mobile...*



Just choose one of the 3 titles listed then text MAST to 62344. Check out the 'how it works' panel for more information. It's easy!

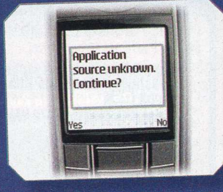
How it works:

Just follow these simple steps to your FREE* mobile game!



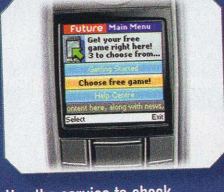
Mast
157/1
Options Send Clear

Just text MAST to 62344. We'll send you a FREE message containing the link you need to download the GAMESMASTER service.



Application source unknown. Continue?
Yes No

Say 'Yes' if prompted to download the service. Download problems? Check out 'Frequently Asked Questions' at www.mad4games.com



Future Main Menu
Get your free game right here! 3 to choose from...
Getting Started
Choose free game!
Help Centre
ontent here, along with news
Select Exit

Use the service to check compatibility, choose your free game, and get access to hot content, compos and news whenever you want.

No Subscriptions! No Worries!

No need to worry about sneaky subscriptions; there aren't any! The GAMESMASTER browser makes sure you only get games that work on YOUR phone.

TERMS AND CONDITIONS: Usage of the GamesMaster browser service is subject to GPRS coverage, handset capability and network availability. A full list of compatible handsets is published in the FAQ at www.mad4games.com. At peak times, SMS traffic may be subject to network delay. Your phone must be WAP enabled and able to run Java games. Once connected, the service will check product compatibility with your phone. If you need assistance on connection or other issues, text HELP to 62344. *We do NOT charge you for the service, but usage requires a short WAP and/or data connection for which your operator may charge at your normal rate. Sensible Soccer (c) 2004 The Codemasters Software Company Limited ("Codemasters"). "Sensible Soccer" is a registered trademark of Sensible Limited. Used under licence by Codemasters. By using the service, you agree to abide by the terms and conditions published therein and at www.mad4g.com. Offer expires on 1st April 2006.

100% NEW!

LORDING IT

We've already sniffed *R.O.S.E.* online, and now the influx of Korean MMORPGs is set to continue with NHN Games' *ArchLord*. Set to arrive this autumn, *ArchLord* will deliver a nifty premise to gamers: the opportunity to rise to become the game world's supreme ruler.

EA DELAY!

EA has only gone and delayed *The Godfather* again, though it's only the Xbox 360 and PSP versions that are delayed. No reason was given, though it's clear that the game's sheer scope is probably causing no end of havoc for EA's development teams.

UK Top 20 Games Chart

Kong wasn't the king of the charts for long, as *Need for Speed* remains on the winner's podium for another month

GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in *GM* every month!

ChartTrack

IT'S THE ONLY CHART THAT COUNTS!

NO.		PREVIOUS POSITIONS			GAME	PUBLISHER	GM'S SCORE	GM JUDGEMENTS	
		Last week	2 weeks ago	3 weeks ago					
1	◄►	1	2	1	Need For Speed: Most Wanted PS2 XBOX CUBE 360	EA	82%	*Need For Speed Most Wanted* is a cracking flashy all-round urban racer/car modder.	
2	◄►	2	1	2	King Kong PS2 XBOX PSP DS	Ubisoft	70%	Big, hairy, scary – but basically one level stretched out over 40. Dis-ape-ointing.	
3	◄►	3	3	4	FIFA 06 PS2 XBOX 360 PSP	EA	69%	Predictable, dull and more laboured than Thomas Brolin's breathing. We've finally lost patience.	
4	▲	8	17	10	The Sims 2 PS2 XBOX PC GBA	EA	72%	Not the step up on the consoles that it was on the PC – overall, a bit disappointing.	
5	◄►	5	5	6	Pro Evolution Soccer 5 PS2 XBOX PC PSP GOLD AWARD	Konami	96%	Takes the beautiful game to a whole new level of evolution. Just champion.	
6	▼	4	10	16	Prince Of Persia: The Two Thrones PS2 XBOX CUBE PC	Ubisoft	79%	Lots of annoying, needless new features. In terms of fun, this prince is becoming a pauper.	
7	▲	10	6	5	Harry Potter And The Goblet Of Fire PS2 PSP DS GBA	EA	69%	Dazzles like expensive fireworks, but the wizardly wonders splutter out all too quickly.	
8	▼	6	12	12	Grand Theft Auto: Liberty City Stories PSP GOLD AWARD	Rockstar	90%	The best game on PSP, but WiFi aside it could only ever be a shuffle sideways for the series.	
9	▼	7	11	15	Shadow The Hedgehog PS2 XBOX CUBE	Sega	65%	You get very little bang for your buck. Sonic really is a shadow of his former self.	
10	▼	9	9	13	Gun PS2 XBOX 360 PC	Activision	77%	An exhilarating ride that trots between brilliant gun battles and a dated format.	
11	▲	12	7	9	True Crime: New York City PS2 XBOX CUBE	Activision	72%	A big story, but at its core nasty pop up and slow play allows others to pip it.	
12	▼	11	13	14	WWE SmackDown! Vs Raw PS2 PSP	THQ	82%	Almost exactly like real wrestling – whether that's a good or a bad thing is up to you.	
13	▲	17	25	25	Football Manager 2006 PC GOLD AWARD	Sega	91%	*FM 2006* is the best footie sim by a mile. This is one management game you shouldn't miss.	
14	◄►	14	16	8	Star Wars: Battlefront 2 PS2 XBOX PC PSP	LucasArts	81%	Another satisfying stomp (and soar) around the stars, but best for modem owners.	
15	▼	13	14	17	Buzz! The Music Quiz PS2	Sony	80%	*SingStar* finally has a rival for our affection in the party stakes.	
16	▲	18	20	23	Tiger Woods PGA Tour 06 PS2 XBOX 360 PSP GOLD AWARD	EA	90%	Guaranteed to bring out the Tiger in you, *Tiger Woods PGA Tour 06* is gaming's equivalent to the 19th hole.	
17	▼	15	4	3	Call Of Duty 2: Big Red One PS2 XBOX CUBE	Activision	84%	The tightest and toughest *Call Of Duty* yet. No big surprises but what a lovely war.	
18	▲	21	19	18	Call Of Duty 2 PC 360 GOLD AWARD	Activision	92%	Bayoneting its rivals into gory submission, *Call Of Duty 2* is a game you really need to play.	
19	▲	37	18	20	Crazy Frog Racer PS2 PC GBA	Ubisoft	38%	A budget price can't save this lame racing title, a cash-in best not getting cash-out for.	
20	▼	16	21	21	Tony Hawk's American Wasteland PS2 XBOX CUBE 360 DS	Vivendi	80%	It's hardly evolved but still feels good. If you're sick of Tony though, this isn't the cure.	

Software charts compiled by ChartTrack, ©2005 ELSPA (UK) Ltd. www.elspa.com Words: Rob Taylor

02 KING KONG

The oversized ape managed to steadily climb to the top spot, but he only stayed there for a week before being shot down by EA's obscenely popular *Need For Speed: Most Wanted*. It's a shame, but despite being the more original of the two, *King Kong* was still a bit of a disappointment for most. Still, you could always go watch the movie instead which, ironically at a running time of 187 minutes, probably lasts longer than the game itself.

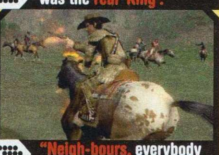
Ann took to the stage with raptor-ous applause...

Try telling Kong that Elvis was the real 'King'.

10 GUN

It didn't hit us all guns blazing when we reviewed it (GM167) but we're more than happy that western shooter *Gun* has been sitting in the middle of the charts for several weeks now. It might not be perfect, but there aren't many games we played this Christmas that were quite so accessible and immediately gratifying. Gunning people down on horseback, then trampling them is something everyone should experience. In the game, obviously.

All together now: "And it's High Ho Silver Lining...!"



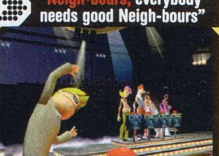
"Neigh-bours, everybody needs good Neigh-bours"

15 BUZZ! THE MUSIC QUIZ

It seems that Sony became good last year at something other than making hugely popular games consoles. They came up with some peripheral-based games that rivalled even the likes of Nintendo's *Donkey Konga* for playability. *Buzz!* comes packaged with four quiz show-style buzzers, and the quiz itself is great for music lovers. There's a sequel coming soon…

SELECT A CHARACTER
CONFIRM

Would you really invite this crew into your home?



Buzz is the host with the most. Or so he tells us...

JAPAN CHARTS

DS is top as Ninty's stranglehold on the Far East intensifies.

1 Kahashima Ryuuta Kyouju Kanshuu: Motto Nouo Kitaeru Otona DS
2 Animal Crossing: Wild World DS
3 Mario Kart DS
4 Kingdom Hearts 2 PS2
5 Kahashima Ryuuta Kyouju no Nouo Kitaeru Otona DS
6 Front Mission 5 PS2
7 Mario & Luigi RPG 2 DS
8 Yawaraka Atamajuku DS
9 Tamagotchi no PuchiPuchi Omisecchi DS
10 Pokemon Fushigi no Dungeon: Ao no Kyuujotai DS

US CHARTS

It's all about *WOW, AOE* and *GTA* over in the USA.

1 World Of Warcraft PC
2 Animal Crossing: Wild World DS
3 Electroplankton DS
4 Sid Meier's Civilisation 4 DS
5 Age Of Empires 3 PC
6 The Sims 2: Open For Business PC
7 Grand Theft Auto: Liberty City Stories PSP
8 Mario Kart DS
9 Nintendogs DS
10 Madden NFL 2006 PS2

CHINA ONLINE

Forget it being the year of the dog, rat or monkey – 2006 is set to be the year of the MMORPG in China, with a new report claiming a staggering 26.34 million people were engaged in playing the likes of *Guild Wars* and *Counterstrike* in 2005. Most gamers were aged from 19 to 25, and cited 'recreation' and 'pressure relief' as their main reasons for journeying online.

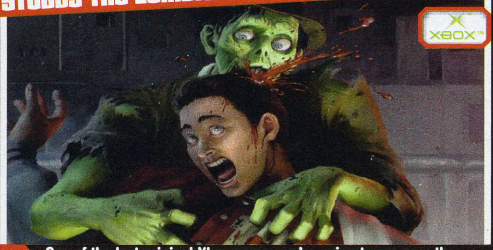
KOMPRESENSIVE KOMBAT

After the pleasant surprise that was *Mortal Kombat: Shaolin Monks* (GM165: 87%), Midway is set to up the ante with the most comprehensive *Mortal Kombat* yet. An incredible 60 playable *MK* legends will be packed into *Armageddon*. You'll also be able to build your own character using the Create a Kombatant feature and disembowel foes with 'reinvented' fatalities. Out later this year on PS2 and Xbox, it'll be excellent. More news soon.

WATCH OUT FOR...

Look out for these latest games to hit the shelves...

THIS MONTH
STUBBS THE ZOMBIE: REBEL WITHOUT A PULSE



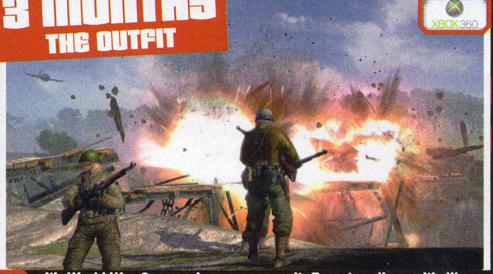
One of the last original Xbox games we're going to see now the 360 is here, at least it's going out with a bang with *Stubbs.*

NEXT MONTH
24 THE GAME

PS2
PlayStation 2
© 2005 FOX

Just when our love for *24* has been replaced with *Lost*, Sony go and give us a game of the series. You even play Jack Bauer, too.

3 MONTHS
THE OUTFIT



It's World War 2 as you've never sene it. Forget realism – it's like *Mercenaries* but on the 360, which means it's looking even better.

FUTURE
THE LEGEND OF ZELDA: TWILIGHT PRINCESS

NINTENDO GAMECUBE

With still no firm release date, will it be a Revolution launch title now as well as a GC game? We're still looking forward to it...

Cut it out and stick it on the wall

COMING SOON

FEBRUARY

10TH	Death Jr. PSP	Konami
10TH	Dead To Rights Reckoning PSP	EA
10TH	Dynasty Warriors 5 Xtreme Legends PS2	Koei
10TH	Mario & Luigi: Partners In Time DS	Nintendo
10TH	Lunar Genesis DS	Rising Star
10TH	Mario Party 7 CUBE	Nintendo
10TH	Psychonauts PS2 XBOX PC	THQ
10TH	Rainbow Six 4: Lockdown PC	Ubisoft
10TH	Rengoku: The Tower of Purgatory PSP	Konami
10TH	Space Invaders Evolution PSP	Rising Star
10TH	Stubbs The Zombie In Rebel Without A Pulse PC	THQ
10TH	Tales of Eternia PSP	Ubisoft
10TH	World Series of Poker PS2 XBOX PC	Activision
17TH	Bloodrayne 2 PS2 XBOX PC	THQ
17TH	Helmet Chaos DS PSP	Konami
17TH	Namco Museum 50th Anniversary Arcade Collection PS2 XBOX PC CUBE	EA
17TH	Shadow of the Colossus PS2	Sony
17TH	Star Wars: Empire At War PC	Activision
17TH	The Regiment PC	Konami
24TH	Black PS2 XBOX	EA
24TH	Breath of Fire 3 PSP	Capcom
24TH	Crashday PC	Atari
24TH	Gauntlet: Seven Sorrows PS2 XBOX	Midway
24TH	Lemmings PSP	Sony
24TH	Mega Man Maverick Hunter X PSP	Capcom
24TH	Project Zero 3: The Tormented PS2	Take Two
24TH	Rainbow Island Revolution DS	Rising Star
24TH	Sega Classics Collection PS2	Sega
24TH	SOCOM 3 PS2	Sony
24TH	Street Fighter Alpha 3 Max PSP	Capcom
24TH	The Plan PS2	Midas
24TH	Toca: Race Driver PS2 XBOX	Codemasters
24TH	Trapt PS2	Take Two
24TH	Tycoon City: New York	Atari
24TH	Viewtiful Joe: Double Trouble DS	Capcom
24TH	Viewtiful Joe: Red Hot Rumble CUBE	Capcom
24TH	X3: Reunion XBOX	Deep Silver
25TH	Midway Arcade Treasures PSP	Midway
25TH	Mortal Kombat Deception PSP	Midway

MARCH

3RD	Burnout Revenge 4 360	EA
3RD	Fifa Street 2 PS2 XBOX CUBE DS PSP	EA
3RD	Fight Night Round 3 PS2 XBOX 360	EA
3RD	Spongebob Squarepants And Friends: Unite! PS2 XBOX CUBE	THQ
3RD	Tak 3: The Great JuJu Challenge PS2 XBOX CUBE DS PSP	THQ
3RD	Tom Clancy's Ghost Recon Advanced Warfighter XBOX 360	Ubisoft
10TH	Bubble Bobble Evolution PSP	Rising Star
10TH	Pac Man World 3 PS2 XBOX CUBE	EA
17TH	24: The Game PS2	Sony
17TH	The Outfit 360	THQ
24TH	And 1 Streetball PS2 XBOX	Ubisoft
24TH	Final Fight: Streetwise PS2 XBOX	Capcom
24TH	Infected PSP	THQ
24TH	King Of Heaven PSP	Sony
24TH	Mega Man Powered Up PSP	Capcom
24TH	Moto GP 2006 360	THQ
24TH	Panzer Elite Action PS2 XBOX PC	Deep Silver
24TH	Elder Scrolls 4: Oblivion PC 360	Take Two
24TH	Timeshift XBOX PC	Atari
31ST	America's Army: Rise Of A Soldier PS2 XBOX	Ubisoft
31ST	Animal Crossing: Wild World DS	Nintendo
31ST	Blazing Angels: Squadrons of WW2 XBOX 360	Ubisoft
31ST	Brain Training DS	Nintendo
31ST	Brothers In Arms PSP	Ubisoft
31ST	Field Commander PSP	Ubisoft
31ST	Full Auto 360	Sega
31ST	Full Spectrum Warrior: Ten Hammers PS2 XBOX PC	THQ
31ST	NHL 2006 360	EA
31ST	Outrun 2006: Coast 2 Coast PS2 XBOX PSP	Sega
31ST	Phoenix Wright: Ace Attorney DS	Capcom
31ST	Tales of Phantasia GBA	Namco
31ST	The Godfather PS2 XBOX PC 360	EA
31ST	Trauma Centre: Under The Knife DS	Nintendo

APRIL

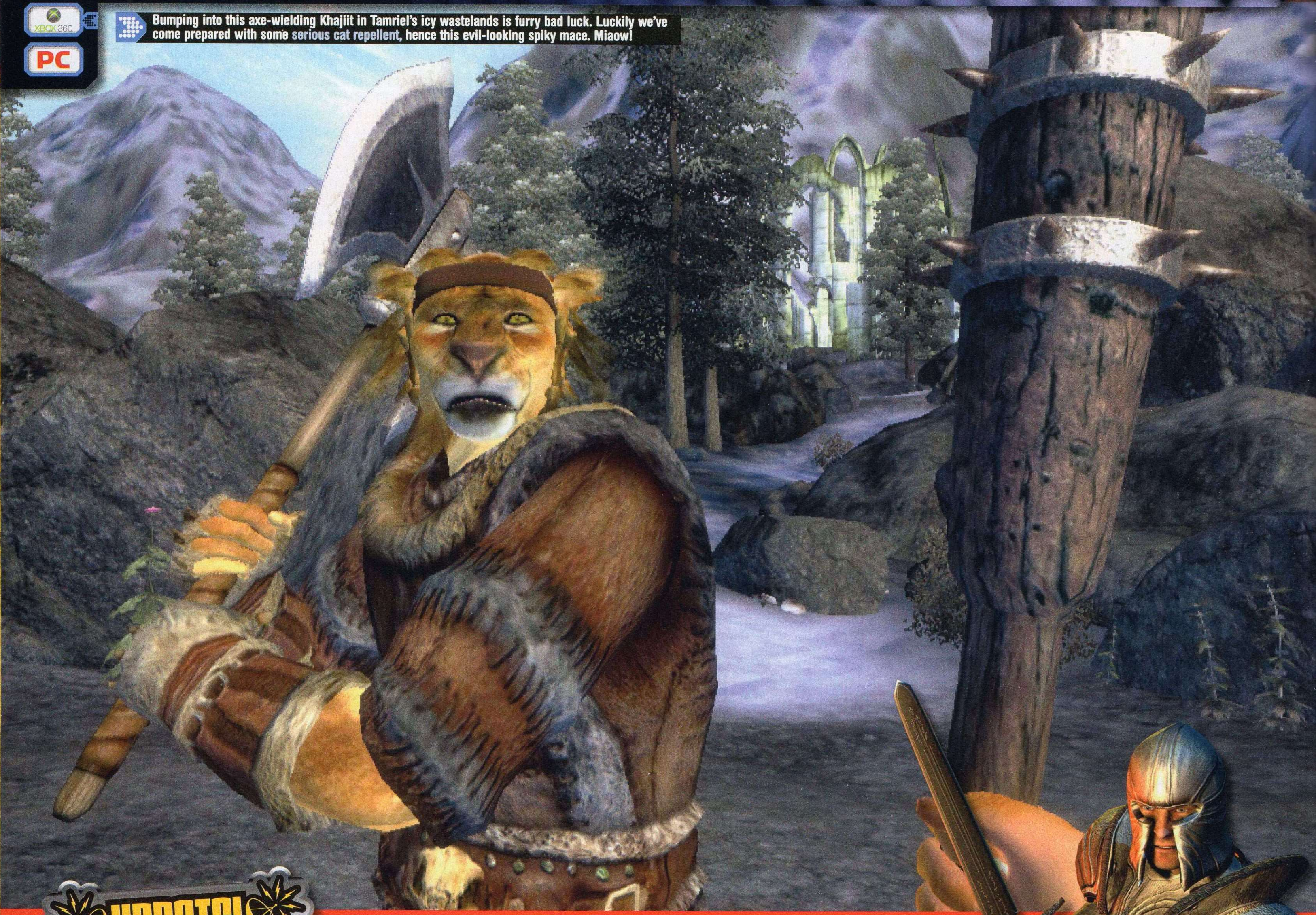
7TH	LMA Manager 2006 PC	Codemasters
28TH	Battlestations PS2 XBOX PC	Midway
28TH	Electroplankton DS	Nintendo
28TH	Dragon Quest VIII Journey Of The Cursed King PS2	Square Enix
TBC	Hitman: Blood Money Eidos PS2 XBOX PC	Eidos
TBC	Lara Croft Tomb Raider: Legend PS2 XBOX PC	Eidos
TBC	SOCOM 3 PS2 PSP	Sony

Heed Our Warning:
Here at *GM* we endeavour to bring you the most accurate release dates around. But the games industry is a fickle beast so bear in mind that the info above is constantly on the move. If it doesn't come out when we say it does, blame someone else!

- **FORMAT:** XB 360, PC
- **PRICE:** £44.99, £34.99
- **DEVELOPER:** BETHESDA
- **PUBLISHER:** 2K GAMES
- **ONLINE:** NO
- **OTHER FORMATS:** NONE
- **CONTACT:** WWW.ELDERSCROLLS.COM
- **PLAYERS:** 1

XBOX 360

PC



Bumping into this axe-wielding Khajiit in Tamriel's icy wastelands is furry bad luck. Luckily we've come prepared with some serious cat repellent, hence this evil-looking spiky mace. Miaow!

UPDATE!

WE BRING YOU THE UK'S FIRST EVER HANDS-ON PLAYTEST

The Elder Scrolls IV
OBLIVION™

Respect your Elders – the RPG is back with a bang!

For months you've listened to us rabbit on about Radiant AI, go all a quiver about the quests and swoon over the swords. Now *GamesMaster* has finally got to grips with *The Elder Scrolls 4*. The big question is, does the self-professed saviour of the RPG genre fulfil its considerable hype?

Rather than wandering haplessly around the sprawling *Oblivion* world like lost lambs, *GM* soon got down to the heady business of questing. In no time at all we'd foiled a pair of temptresses, joined several guilds, plucked up the courage to investigate a haunted manor and 'outed' a vampire.

We also spent time practising with a bow and arrows lifted from a travelling merchant, picked a lock or three in the clever new mini-game and fraternised with the locals. Next up was a visit to the infamous Imperial Arena in an attempt to become Tamriel's gladiatorial equivalent of Russell Crowe. It also gave us a chance to get into the nitty gritty of *Oblivion's* combat system, much refined by the boys at Bethesda after being panned as *Morrowind's* weakest link.

CROWE ROAD

Lighter weapons such as sabres are a breeze to wield, as you dance around your foes dealing death with ease. Opt for a mighty *Warhammer* as your weapon of choice, though, and it's a different story. We also found that blocking is integral to a long and healthy life – you'll soon be pummelled into meaty chunks unless you keep your shoddy wooden buckler close to hand to fend off attacks.

The new quick travel option is impressive stuff; it allows you to teleport across the map in seconds, making *Morrowind's* more traditional methods of travel – via Silt Strider or boat – obsolete. There is a catch, though – you'll have to discover new locations before they'll appear on your chart, though purchasing (or pinching) a trusty steed will speed up your progress considerably.

Perhaps coolest of all, we were rudely awoken in the dead of night by a cowled assassin from the clandestine Dark Brotherhood. After trying (and failing) to tempt us over to the dark side, he necked an invisibility potion and sloped off into the darkness. To say we were spellbound was an understatement.

COWL DUDE

Unfortunately, Bethesda is still keeping the parallel universe of *Oblivion* itself under wraps, meaning we can only speculate as to what wonders – and terrors! – await in this parallel dimension.

We'll spill the beans in our imminent review… GM

Need to know

What is it?

The much-salivated over fourth entry in the *Elder Scrolls* role playing series.

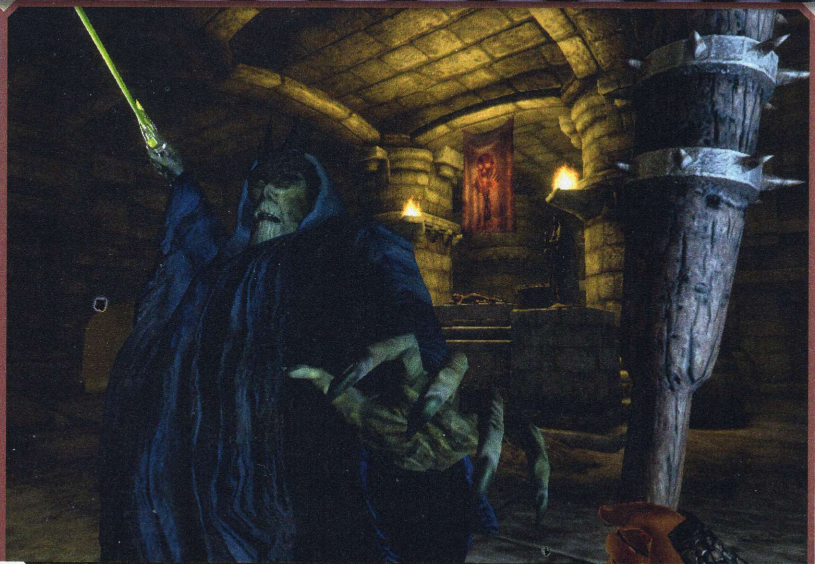
Facts

- Over one thousand NPCs
- 16 square miles of lands to explore
- There are four guilds to join – Mages, Fighters, Thieves and Dark Brotherhood

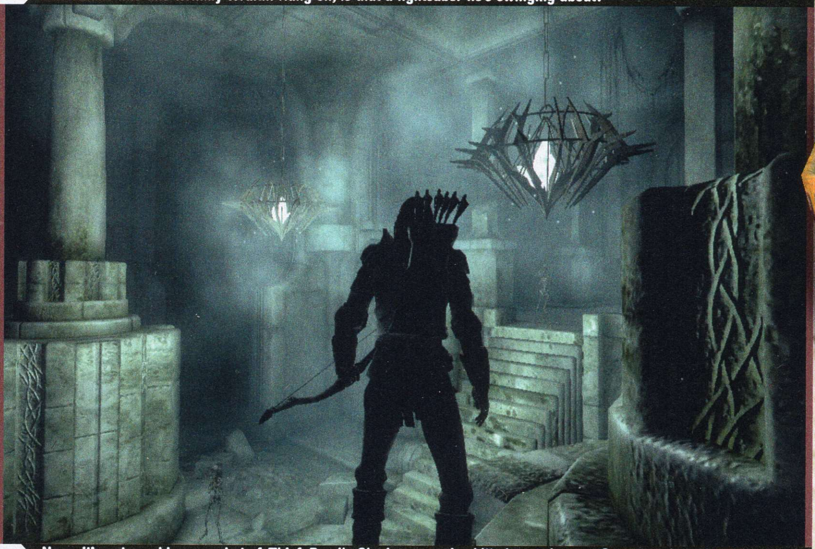
From the people who made…

Morrowind: GOTY Edition ………… 75%

> "WE WERE AWOKEN IN THE DEAD OF NIGHT BY A COWLED ASSASSIN FROM THE DARK BROTHERHOOD"



Potential tomb raiders beware – Oblivion's dingy dungeons are jealously guarded by a variety of ghoulish custodians like this wrinkly Wraith. Hang on, is that a lightsaber he's swinging about?



Nope, it's not an old screenshot of *Thief: Deadly Shadows* – we've kitted ourselves up Garrett-style and gone hunting skeletons. Just check out those moody lighting effects…

FOR PETE'S SAKE!

***GamesMaster* collars the lovely Pete Hines, VP of PR & Marketing for Bethesda to squeeze every last drop of *Oblivion* juice out of him…**

GM What's your standout moment in *Oblivion?*

PH: Besides the unbelievable scenery and Radiant AI, I'd have to say the 'A Brush with Death' quest. Although it's only optional, the idea of entering a magical painting and then seeing the whole gameworld rendered in the style of a watercolour just illustrates *Oblivion's* outstanding attention to detail.

GM Controversy surrounded *Deus Ex 2* after it was essentially developed for Xbox and then ported to PC. In the same way, are PC *Morrowind* fans going to be disappointed with *Oblivion?*

PH: Not at all! *Oblivion* was developed for both PC and 360, and both versions push their respective hardware to its limits. Although we have included handy new features like the quick travel option, you can still choose to wander through the gameworld without using it. Likewise, the equipment and statistic screens have been refined to make them more accessible. If anything, *Oblivion* is a much bigger game than *Morrowind* – it's just also a lot more intuitive and approachable, too.

GM So which version is best?

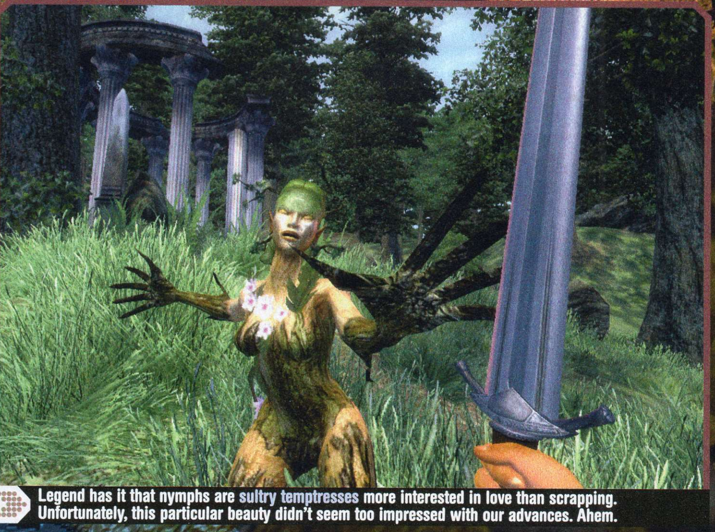
PH: They're near identical in technical terms, so it depends how you like to play. If you're used to playing RPGs sitting at your desk with a keyboard and mouse, go with PC. For those who like to relax in their lounge, opt for the 360 version.

GM Have you got any plans for an expansion pack?

PH: Nothing official yet, but we're not going to rule it out. We're also planning on offering fresh downloadable content for both PC and 360 in the very near future. As far as sequels go, don't forget *Oblivion* is a game that's been in development for four years. We've spent a long time refining this technology, so it certainly won't be the last *Elder Scrolls* title you'll see this generation.

GM Finally, we know you guys at Bethesda recently bagged the licence for *Fallout 3*. Great news!

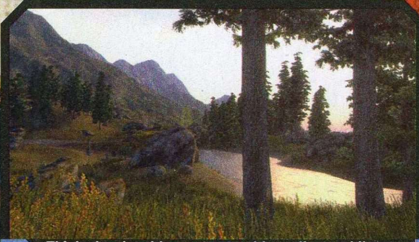
PH: Yes, it's something we're very excited about. We're planning on using the *Oblivion* engine to power *Fallout 3*, but beyond that we're not revealing any details at the moment. Sorry 'bout that.



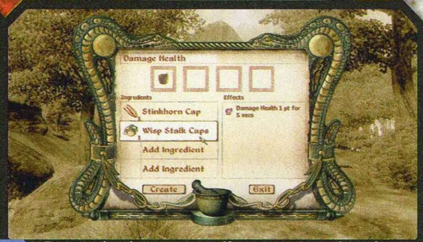
Legend has it that nymphs are sultry temptresses more interested in love than scrapping. Unfortunately, this particular beauty didn't seem too impressed with our advances. Ahem.

HEY PRESTO

Fancy a career in alchemy or wizardry? Those wanting to dabble in the magical arts, read on...



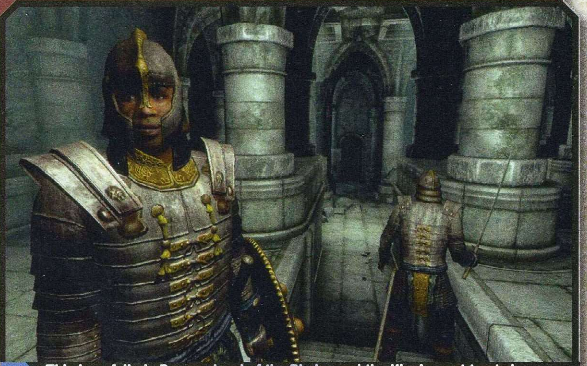
Think ahead and harvest natural ingredients while you're stumbling around the wilderness.


Damage Health
Ingredients
Effects
Stinkhorn Cap
Wisp Stalk Caps
Damage Health 1 pt for 5 secs
Add Ingredient
Add Ingredient
Create
Exit

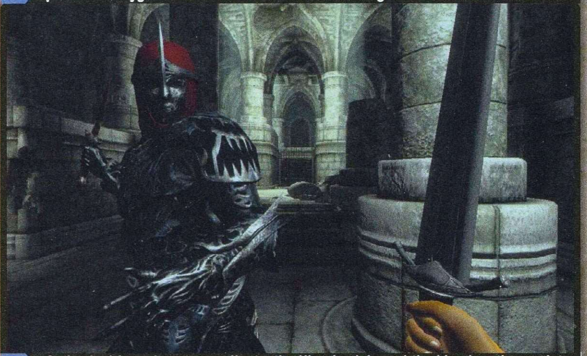
Beg, steal or borrow yourself a mortar & pestle and get mixing to create potions for spells. Very Harry Potter.

KING FOR A DAY

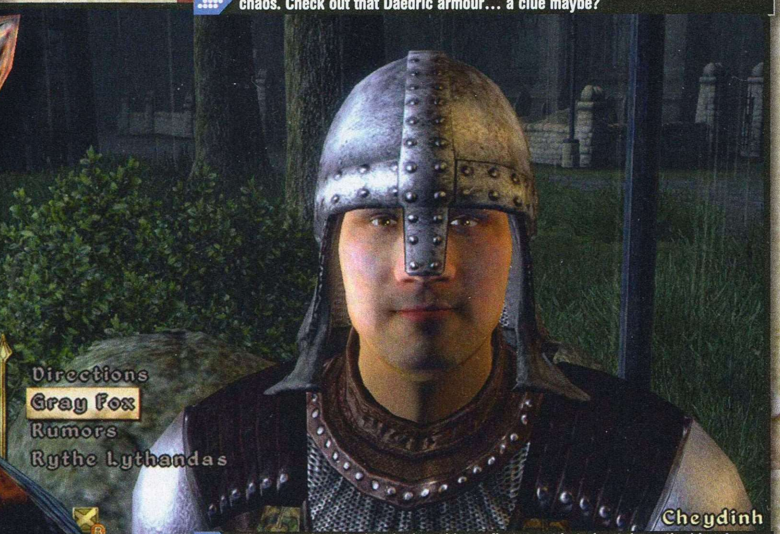
Oblivion's quest starts with the death of a King and the rise of a petty criminal into the potential saviour of the free world...



This here fella is Baurus, head of the Blades and the King's most trusted personal bodyguard. You'll need to win his trust to get ahead in *Oblivion*.



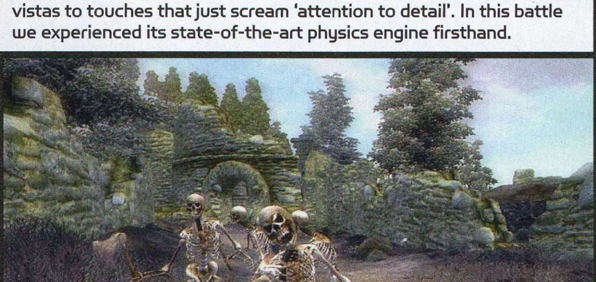
Ambushed by unknown assailants, the King is slain and the kingdom thrown into chaos. Check out that Daedric armour... a clue maybe?


Directions
Gray Fox
Rumors
Rythe Lythandas
Cheydinh

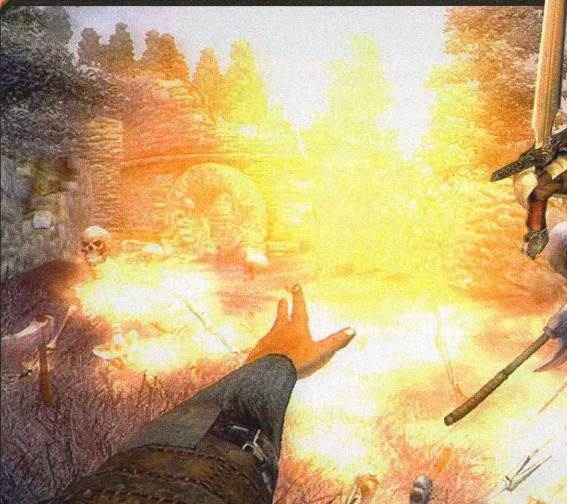
Thrust out into the big, bad world, our first quest is to hunt down the Liege's illegitimate son, Martin. Best ask around for clues to his whereabouts...

BAD TO THE BONE

Oblivion constantly amazed us with its visual prowess, from soaring vistas to touches that just scream 'attention to detail'. In this battle we experienced its state-of-the-art physics engine firsthand.



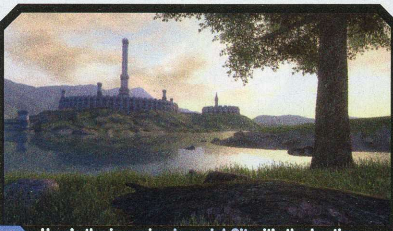
Uh oh, we're unarmed and there's a veritable army of the undead shambling our way.

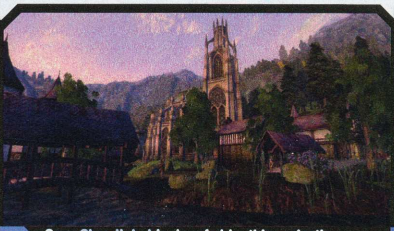


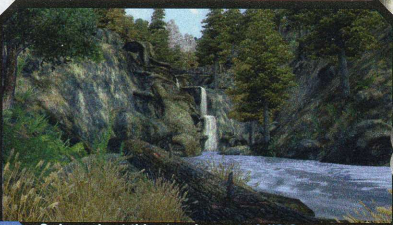
But we've a nifty trick (well, spell) up our sleeve, and a well-placed fireball sends femurs and clavicles flying.

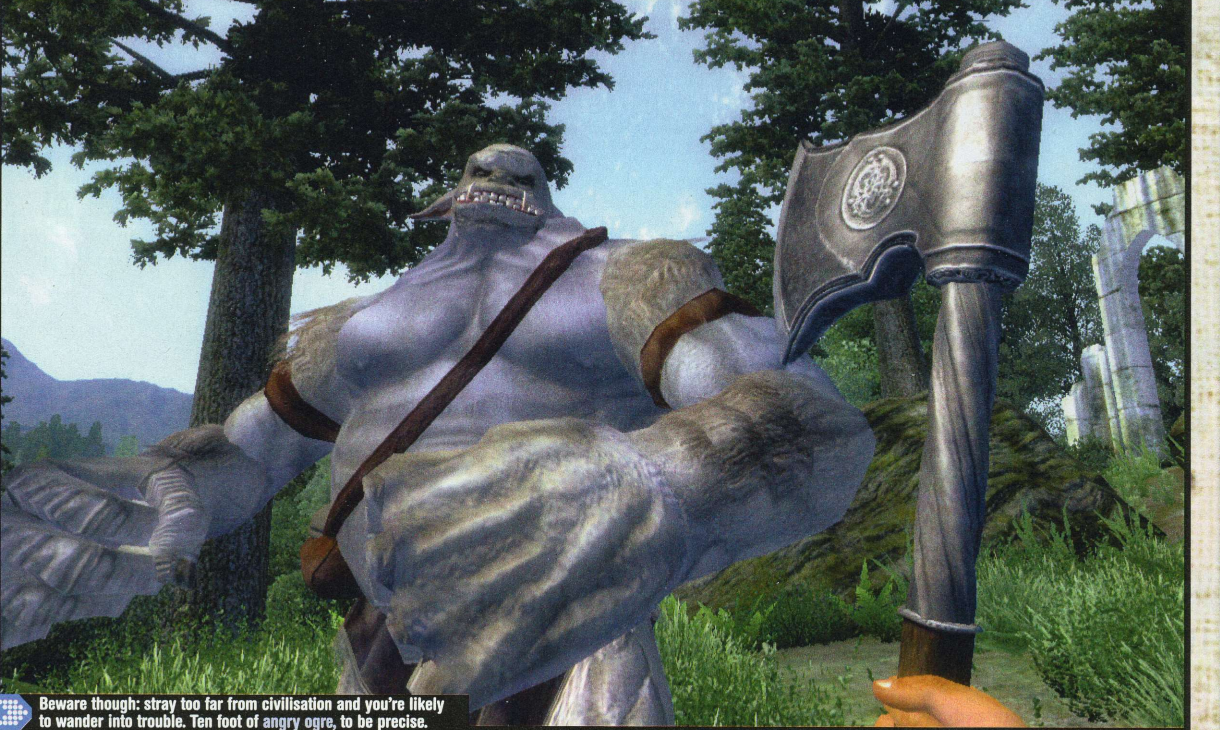
MYSTERIOUS CITIES OF OLD

The sprawling world of Tamriel will take weeks to map in full, but if you're hoping to make a name for yourself it's worth making a beeline towards town. From vampire hunter to gladiator, detective to painter – you're sure to find a profession that suits you.


Here's the imposing Imperial City, it's the beating heart and soul of the province of Cyrodiil.

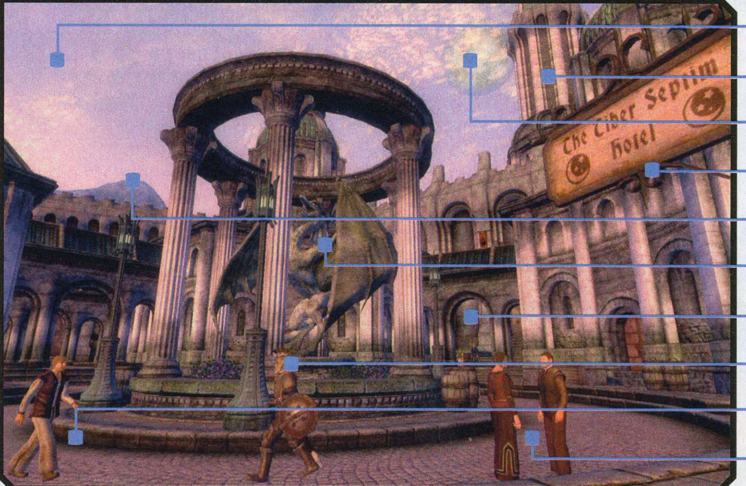

Cosy Cheydinhal is dwarfed by this majestic cathedral. Why not buy a home there?


Or how about this stunning waterfall? So pretty you need never leave your village ever again.


Beware though: stray too far from civilisation and you're likely to wander into trouble. Ten foot of angry ogre, to be precise.

STREET WISE

This is a typical scene from one of *Oblivion's* towns – nothing particularly excting, or so you'd think, but the detail here is extraordinary. Let us talk you through the scene's finer points.



Oblivion's weather varies from clear to cloudy, overcast, foggy, rain, thunderstorms and snow.

The White Gold Tower is the tallest structure in Cyrodiil and an icon of the Imperial City.

This is Secunda, one of the two moons of Tamriel, and a pretty shade of turquoise and blue.

The Tiber Septim Hotel is *Oblivion's* most luxurious hotel. Think the Ritz, but with added Orcs.

See that distant mountain on the horizon? You can walk all the way to the top of it if you're so inclined.

This statue represents Akatosh, the Dragon God and divine patron of the Empire. It's very imposing.

Guards litter the streets of the Imperial City, making sure crime most certainly does not pay!

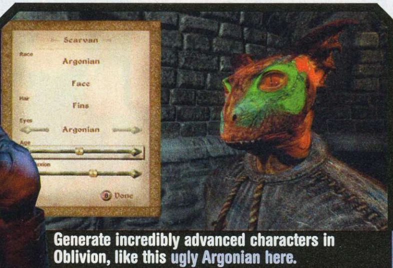
Severius Atius, head of the Atius clan, is not the type to be messed about. Steer clear of him.

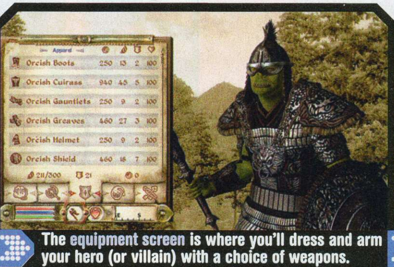
Collatinus Vedius is heading to the local boozer – the Foaming Flask inn – for a swift half… or three.

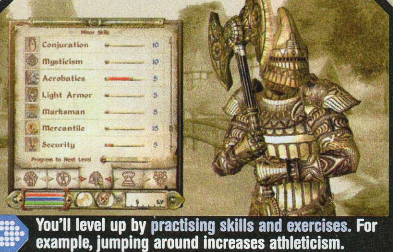
Ida Vlinorman is a local harlot, but is she a tart with a heart? It's up to you to find out for yourself.

HERO-U-LIKE

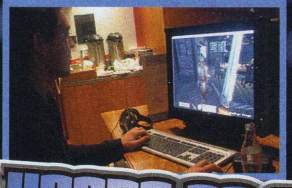
Unsurprisingly, you'll be able to craft both a unique personality and look, thanks to the thousands of items, armour sets, weapons and talents on offer in *Oblivion* – even down to your individual birth sign! It's details like these that makes *Oblivion* so immersive.


Generate incredibly advanced characters in Oblivion, like this ugly Argonian here.


The equipment screen is where you'll dress and arm your hero (or villain) with a choice of weapons.


You'll level up by practising skills and exercises. For example, jumping around increases athleticism.

PREVIEWER: Rob



HANDS ON VERDICT

The Elder Scrolls IV
OBLIVION

HOW FINISHED? 90%

CONTROLS

Ⓐ Inventory
Ⓑ Action
Ⓨ Jump
Ⓧ Map
L Trigger - Block
R Trigger - Attack
L Paddle - Cast Spell
R Paddle - Cast Spell

WE PLAYED IT AT…

A plush hotel in Chelsea Harbour, no less

WHAT WE PLAYED

☑ One hour of main quest
☑ Imperial City
☑ Bravil
☒ Cheydinhal

HOW DOES IT PLAY?

The quicktravel system and refined controls lend the PC interface an unmistakeable console-like feel. That's no bad thing, though, PC owners – the interface feels perfect whether you're galloping across the plains, scrapping foes, looting chests or chatting to NPCs.

ANY PROBLEMS?

The outlying settlements felt bare in terms of NPCs. RPG beginners will utterly confused for the first few hours/days...

BEST BIT SO FAR

Trekking up a mountain road, the night sky ablaze with fire. Ash rained down as we saw our first Oblivion portal.

VERDICT

5 4 3 2 1

GM LOVES

+ Gawping as tress sway in the breeze, watching the sunrise, resisting arrest, riding our horsie

GM HATES

- It's too easy to find yourself on the wrong side of the law

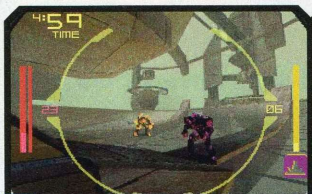
MOST WANTED METER

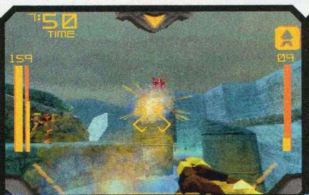
Everything we'd dared hoped for and infinitely more, *Oblivion* is simply the most staggering RPG we've ever laid eyes upon. True next gen starts here.

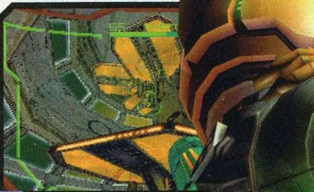
CAN'T WAIT?

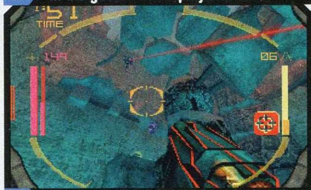
BIGGEST RIVAL: ....Dark ....Messiah of Might & Magic
OUT SOONER: ....Nothing

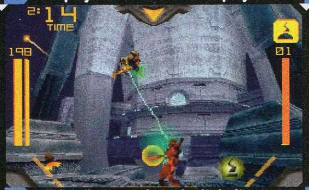
- **OUT:** 20TH MARCH • **FORMAT:** DS • **PRICE:** £29.99 • **DEVELOPER:** NSTC
- **PUBLISHER:** NINTENDO • **ONLINE:** DEATHMATCH • **OTHER FORMATS:** NONE
- **WEB:** WWW.METROIDHUNTERS.COM • **PLAYERS:** 1-8

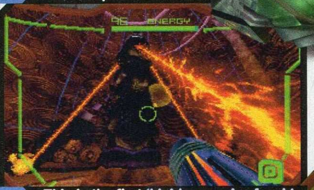

It's nice to see some wide open spaces in the game's multi-player arenas.

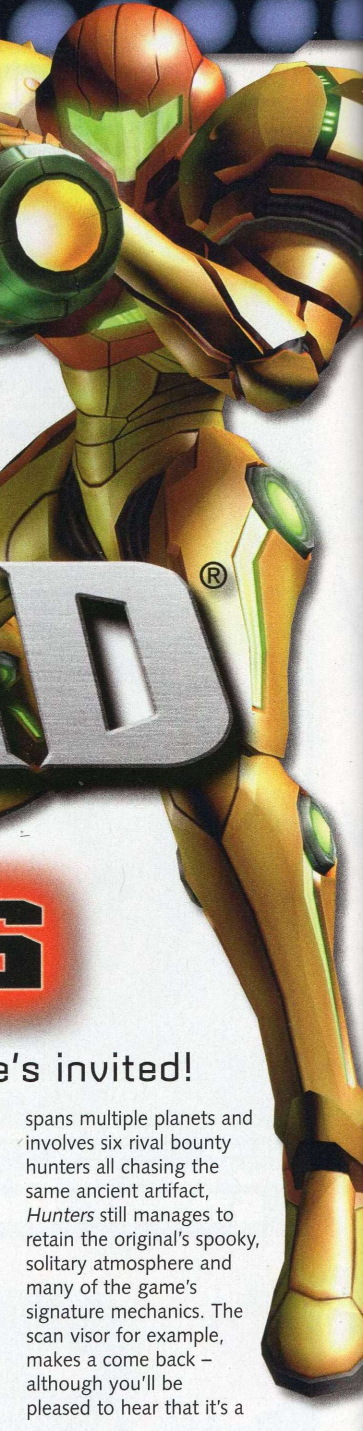

Each of the unique alien assassins will be playable in online multi-player.


A platforming nightmare from the planet *Turok*.


The level of detail and complexity of arenas is much higher than *First Hunt*.


Printed screenshots don't do it any justice – you have to see it in motion.


This is the first 'big' boss we've fought and it gave us right old kicking.



METROID® PRIME HUNTERS

It's an inter-galactic death party – and everyone's invited!

Need to know

What is it?

It's an all new Metroid adventure, in first-person and on your DS.

Facts

- Includes a full length single-player, as well as WiFi-enabled deathmatching.
- The game takes place between the Gamecube's two adventures.

Rumour

- You'll be able to travel between planets at will.

From the people who made...

Wave Race: Blue Storm.................90%

While the DS is getting more and more comfortable with quirky, graphically simplistic touchscreen oddities, we have to admit it's nice to see it flexing its muscle with something more substantial. Sure, it might not have the raw grunt of the PSP, but you can't fail to be impressed with what's on offer here.

The textures are detailed, the environments solid and – even in the middle of a frenzied fire-fight against multiple opponents – the framerate never even stutters. It's an outstanding technical achievement and, in this respect, is arguably the best first-person shooter we've seen on a handheld. And we haven't seen the finished product yet.

SINGLY SPOOKY

One thing you will be pleased to hear is that there's going to be a substantial single-player experience in here. So while multi-player WiFi deathmatching is undoubtedly one of the game's biggest draws, there's going to be plenty to keep the lone gamer occupied.

Despite losing the lock-on controls of its Gamecube cousins, and that fact that it spans multiple planets and involves six rival bounty hunters all chasing the same ancient artifact, *Hunters* still manages to retain the original's spooky, solitary atmosphere and many of the game's signature mechanics. The scan visor for example, makes a come back – although you'll be pleased to hear that it's a

> "INVOLVING SIX RIVAL BOUNTY HUNTERS, IT STILL MANAGES TO RETAIN THE SAME SPOOKY, SOLITARY ATMOSPHERE"

KNOW YOUR ENEMY

There are six main bounty hunters in the game, each one trying to gain access to some 'Ultimate Weapon' – a device that will help them to do a whole world of killing. Naturally, it's up to Samus to stop them.

NOXUS
A 'Vohzon' from the 'Outer Rim' – apparently. Although, we reckon he's not quite as nasty as he sounds. He's a spiritual kind of fella, big on dishing out justice to lawbreakers by making them as dead as possible. Unfortunately, that includes Samus.

SYLUX
A mysterious figure driven by revenge, Sylux hates pretty much everything about the Galactic Federation and, in particular, their favourite employee Samus Aran. Sylux is after an artifact of great power that he can use to mess Miss Aran up real nice.

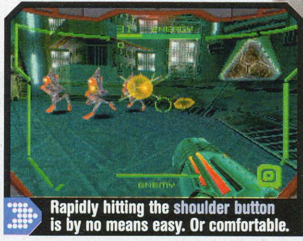
SPIRE
It's all a bit tragic for Spire really. The sole survivor of an ancient race, he's a bit of a loner and – just to make matters worse – he's made entirely of rock. Unloved and uncomfortable, he's doomed to roam the universe looking for his people. And, where possible, a hug.

TAKE CONTROL

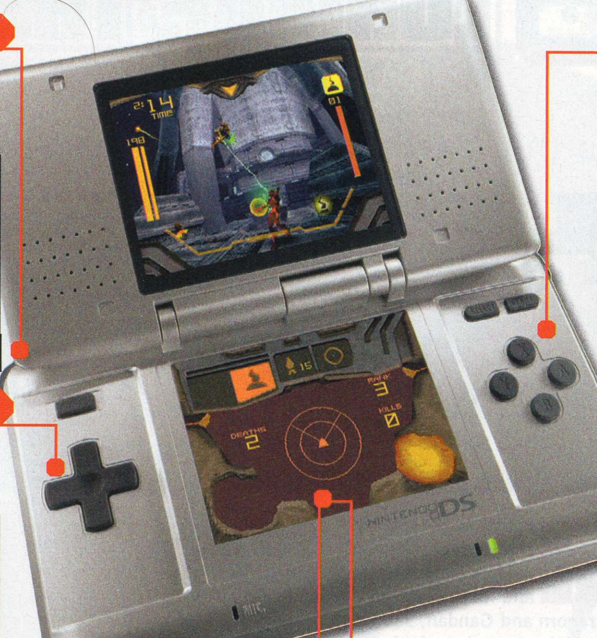
There are many of different ways you can start to get to grips with *Metroid Prime: Hunters*, although some are more comfortable or effective than others. Here's the lowdown on what you can expect.

SHOULDER

The shoulder buttons are just used for firing your arm cannon. After just one level, we have to admit out index fingers were ready to drop off.

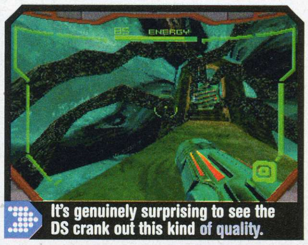


Rapidly hitting the shoulder button is by no means easy. Or comfortable.



D-PAD

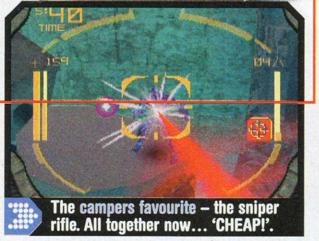
Depending on whether you're left or right handed, you can use this for strafing, and moving back and forth.



It's genuinely surprising to see the DS crank out this kind of quality.

SCREEN

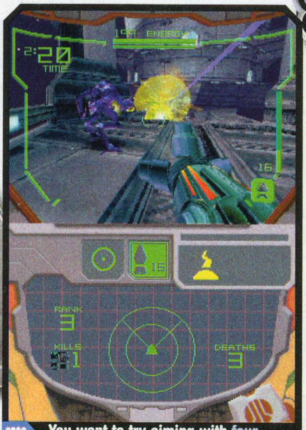
The touchscreen is perfect for FPS aiming, but with one hand holding a stylus, the DS hardware itself lacks support. Still, pop your DS on the table, and it's kinda like playing with a mouse and keyboard.



The campers favourite – the sniper rifle. All together now… 'CHEAP!'.

FACE

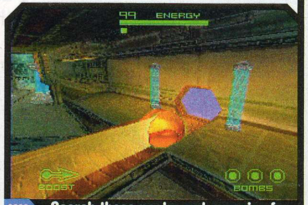
For any lefties out there, the face buttons can be used for movement, like the D-Pad. They can also be used for comfortable aiming, although they are a little bit lacking in accuracy.



You want to try aiming with four pea-sized buttons? Didn't think so.

SCREEN

The touchscreen also allows you to select your many items, like missiles, cannon, bombs, morphball, scanner and rockets. Smooth and sensitive, you also use the touchscreen to access the various different viewing modes. It works very well, and it's actually quite difficult to hit things by accident, but it can feel a bit fiddly in the middle of an intense fire-fight.



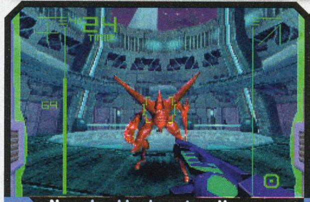
Search those nooks and crannies for elusive rockets and energy tanks.

much faster process this time around – and Samus's starting arsenal of missiles, cannon, morphball and bombs remains exactly as you'd expect. And, best of all, you don't lose all of it five minutes into the game like you normally do in the *Metroid* games.

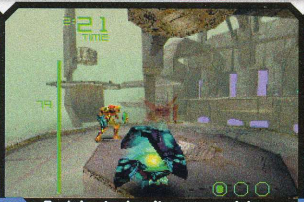
There are some big differences to the usual *Prime* set-up though. For starters, the bits we've played tend to suggest a more claustrophobic style to the level design, with less in the way of big open spaces and, seemingly, less in the way of sprawling exploration. We guess this is down to the technical limitations of the DS more than anything else. And then, of course, there's the small matter of the revamped control scheme, which brings it more in line with a mouse/keyboard feel than the lock-on system favoured by the GameCube games.

ALL NEW

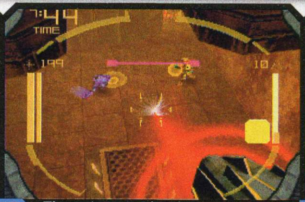
There are a number of aspects to the game which will seem completely unfamiliar, which is a bit of a bonus because more of the same would be a touch disappointing. Here's what else you can expect.



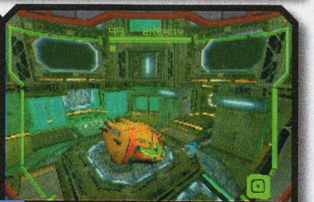
New playable characters. You can take control of the bounty hunters.



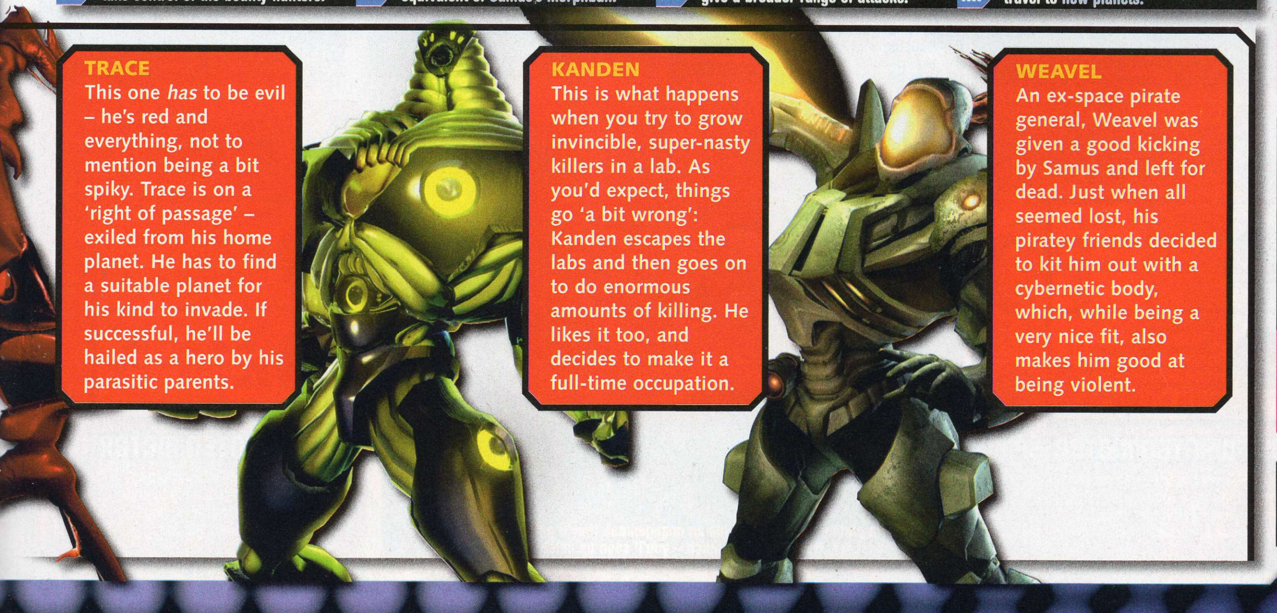
Each hunter has its own special equivalent of Samus's morphball.



The weapon set has been updated to give a broader range of attacks.



Samus's ship can now be used to travel to new planets.

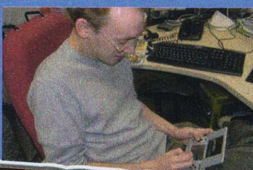


TRACE
This one *has* to be evil – he's red and everything, not to mention being a bit spiky. Trace is on a 'right of passage' – exiled from his home planet. He has to find a suitable planet for his kind to invade. If successful, he'll be hailed as a hero by his parasitic parents.

KANDEN
This is what happens when you try to grow invincible, super-nasty killers in a lab. As you'd expect, things go 'a bit wrong': Kanden escapes the labs and then goes on to do enormous amounts of killing. He likes it too, and decides to make it a full-time occupation.

WEAVEL
An ex-space pirate general, Weavel was given a good kicking by Samus and left for dead. Just when all seemed lost, his piratey friends decided to kit him out with a cybernetic body, which, while being a very nice fit, also makes him good at being violent.

PREVIEWER: Geraint



HANDS ON VERDICT

HOW FINISHED? 90%

CONTROLS
D-Pad – Move/Aim
Face Buttons – Move/Aim
Shoulder Buttons – Fire or Use Scan Visor
Touchscreen – Weapon Select, Visor Select, Toggle Morphball on/off, Jump, Aim/Look

WE PLAYED IT AT…
Nintendo of Europe HQ in Frankfurt, Germany

WHAT WE PLAYED
☑ Single-player
☑ Multi-player

HOW DOES IT PLAY?

Metroid Prime: Hunters is a very solid, very confident shooter, and is easily one of the best to ever grace a handheld. On top of this, it also looks amazing on the DS's small screen, with the stylus offering a super-accurate means of aiming.

ANY PROBLEMS?

Our hands desperately needed a rest quite early on. It's okay with the DS on a table, but isn't it meant to be a handheld?

BEST BIT SO FAR

It's great to finally have a look at the single-player too, which looks to be pretty extensive. It's all very promising.

VERDICT

5 4 3 2 1

GM LOVES
- + It's a 3-D portable Metroid, dammit!
- + And it's online!

GM HATES
- - The pain shooting up our fingers.
- - The fiddly platforming bits.

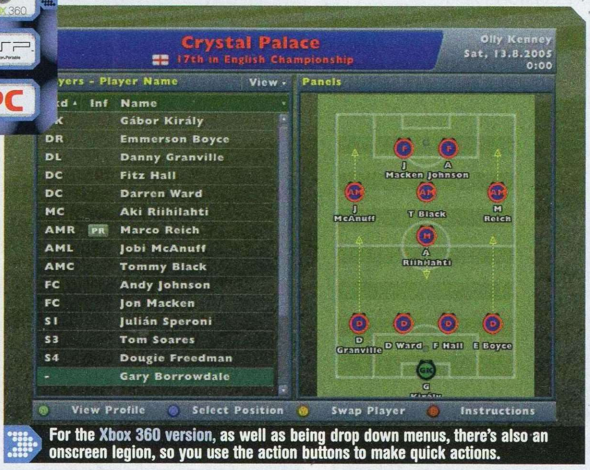
MOST WANTED METER

Metroid on handheld is always going to be something to get excited about, but the emphasis on platforming rather than exploring levels could disappoint.

CAN'T WAIT?
MOST LIKE: ……………Metroid Prime
BIGGEST RIVAL: …………Goldeneye: ……………………………Rogue Agent (DS)

• **OUT:** MARCH • **FORMAT:** XB 360 PSP • **PRICE:** £34.99 PSP, £49.99 XB 360 • **DEV:** SPORTS INTERACTIVE • **PUB:** SEGA • **ONLINE:** XBOX LIVE • **OTHER FORMATS:** PC • **PLAYERS:** 1-2

XBOX 360
PSP
PC



Crystal Palace
17th in English Championship
Olly Kenney
Sat, 13.8.2005
0:00

yers - Player Name | View | Panels

d	Inf	Name
K		Gábor Király
DR		Emmerson Boyce
DL		Danny Granville
DC		Fitz Hall
DC		Darren Ward
MC		Aki Riihilahti
AMR	PR	Marco Reich
AML		Jobi McAnuff
AMC		Tommy Black
FC		Andy Johnson
FC		Jon Macken
S1		Julián Speroni
S3		Tom Soares
S4		Dougie Freedman
-		Gary Borrowdale

For the Xbox 360 version, as well as being drop down menus, there's also an onscreen legion, so you use the action buttons to make quick actions.

FOOTBALL MANAGER 2006

Stats entertainment...

Football Manager 2006, or as we know it here, the "good football management game made by the 'good' people", is on its way to two of the more recent additions to the games world – the Xbox 360 and PSP.

The Xbox 360, thanks to its majestic PC-like power, can match the original for every feature. In fact, the only way you'd tell the difference is that all the menus are navigated using an onscreen button and drop down menus are activated with the shoulder buttons.

Then there's the Xbox Live options, including points for achievements such as going on 10 game winning streak or signing players, and the ability to export your team online and take part in a 16 team tourny.

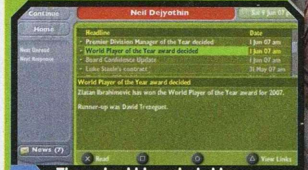
PITCH PERFECT

The PSP version is the perhaps the more interesting version of the two, as it hasn't the capacity to take on the full PC version. *Football Manager Handheld*, as it's being called, only has squad of 32 players, then there's just seven different leagues and no half- or full-time team talks. But mentioning what it lacks does it a disservice, as *FM* on the PSP has the potential to be absolutely huge!

Dave Harrison GM

I SEE

One of the big challenges Sports Interactive had was taking a text-heavy game and making it clear and accessible to navigate and read. And they've succeeded. Even on the busiest of screens, everything is presented well and shouldn't cause eye strain for the 6+ hours the PSP battery lasts. Obviously, you can't assess the quality too well as these shots aren't as big as the PSP screen.



Neil Dejyothin

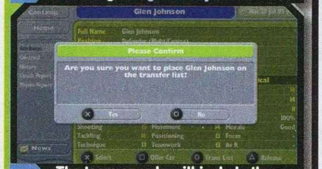
Headline	Date
Premier Division Manager of the Year decided	1 Jun 07 am
World Player of the Year award decided	1 Jun 07 am
Board Confidence Update	1 Jun 07 am
Luke Steele's contract	31 May 07 am

World Player of the Year award decided

Zlatan Ibrahimovic has won the World Player of the Year award for 2007.

Runner-up was David Trezeguet.

There should be unlockables including a Sugar Daddy mode.



Glen Johnson

Full Name Glen Johnson

Please Confirm

Are you sure you want to place Glen Johnson on the transfer list?

The team squads will include the January transfers in them.

VERDICT

GM LOVES
- The 360's menu system
- The PSP's presentation

GM HATES
- Shame there's only 32 in a squad on the PSP but compromises, of course, have to be made.

MOST WANTED METER

Football Manager is welcome on any format as long as it retains its unerring eye for detail and amazing ability to suck away your life.

5 4 3 2 1

Need to know

What is it?

The best football management game on PC, tailored to suit the 360 and PSP.

Facts
- The 360 game has all the PC features
- On the PSP there's a maximum of 32 players per squad and there's no 2D game engine to show match action

From the people who made...

Football Manager 2005 ....91%

• **OUT:** MARCH • **FORMAT:** PC • **PRICE:** £29.99 • **DEVELOPER:** EA • **PUBLISHER:** EA • **ONLINE:** MULTI-PLAYER • **OTHER FORMATS:** XB 360 • **WEB:** WWW.EA.COM/OFFICIAL/LORDOFTHERINGS • **PLAYERS:** 1-8

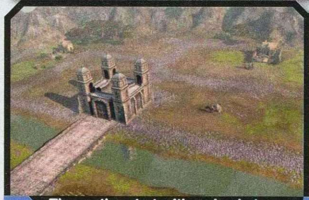
PC
XBOX 360

LORD OF THE RINGS
BATTLE FOR MIDDLE EARTH 2

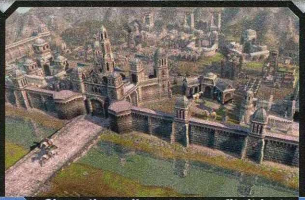
Is this battle a bit middle of the road?

CASTLE CARING

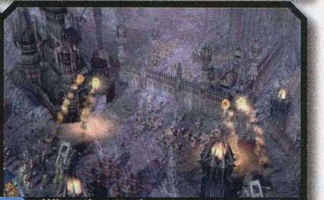
Your task is to build up your castle's walls, and make sure it's sturdy enough to withstand attacks.



The castles start with a simple town centre like this settlement here.



Shape the walls as you see fit. It just takes a few sweeps with the mouse.



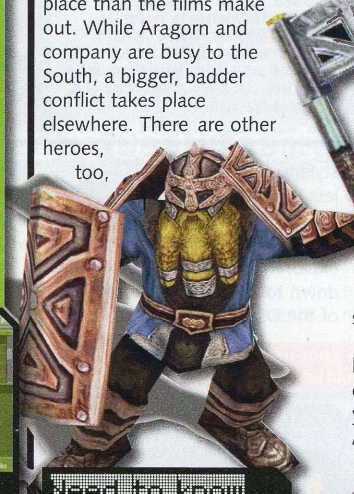
When the attack comes, you can add new defences like catapults.

Here come the mighty heroes and villains of *Middle Earth* we know and love. There go Aragorn and Gandalf, Sauron and Wormwood. And who's this? Tom Bombadiel?

HOBBIT FORMING

Lord of the Rings is a bigger place than the films make out. While Aragorn and company are busy to the South, a bigger, badder conflict takes place elsewhere. There are other heroes, too, like the camp, pipe wielding hippy Bombadiel. That's where *Battle for Middle Earth* focuses – on the battles we are yet to have witnessed.

This is a worthy sequel. The fast paced wham-bam strategy of *Battle for Middle Earth* has been upgraded and tweaked. Most impressive is the new castle building mini-game.



BUILT UP

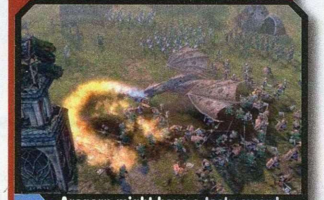
You can stretch out your fortifications with long walls and ramparts, shaped as you desire. If it takes your fancy, you could defend your town centre with an enlarged stone phallus – stretching the length of the map. Maybe crown it with a few boulder slinging trebuchet (catapult).

Along with a build-your-own hero editor, it's a game that demands you think about what you want from your strategy. And then lets you do it.

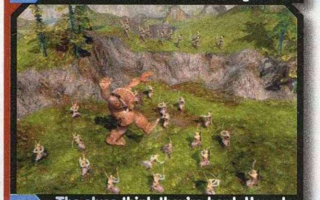
Tim Edwards GM

HEROES

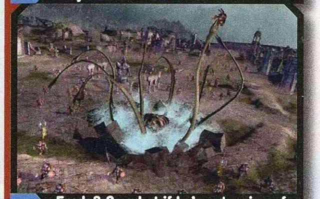
The baddies have all the best moves. While Frodo and chums attempt save the world, the forces of Mordor are ransacking villages and butchering dwarfs. It's disgraceful, hilarious fun. Why bother with the goodies when you can control this lot?



Aragorn might have a tasty sword and armour, but we have dragons.



The elves think they're hard. How do they deal with this 12 foot troll?



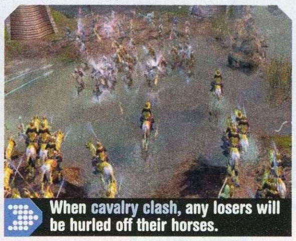
Frodo? So what if he's got a ring of power. We've got a scary hydra.

Need to know

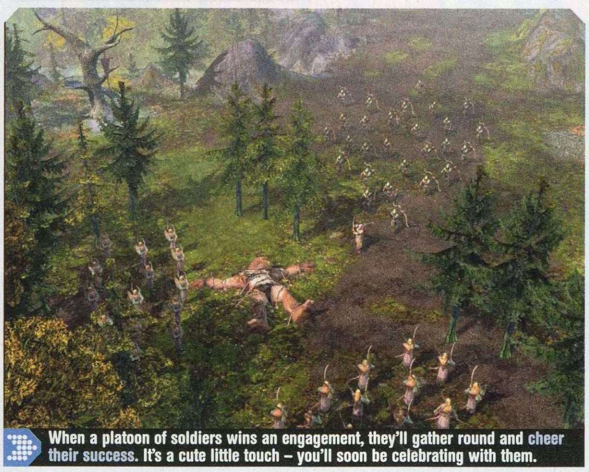
What is it?

A strategy game, melding Command and Conquer with Lord of Rings.

Facts
- You take control of the war in the North – events hinted at in the books, but never seen on film
- You can customise your forces and sprawling castles
- Building your own hero, with special abilities and new costumes is easy



When cavalry clash, any losers will be hurled off their horses.



When a platoon of soldiers wins an engagement, they'll gather round and cheer their success. It's a cute little touch – you'll soon be celebrating with them.

VERDICT

GM LOVES
- Charging into battle with cavalry
- Sieging vast castles

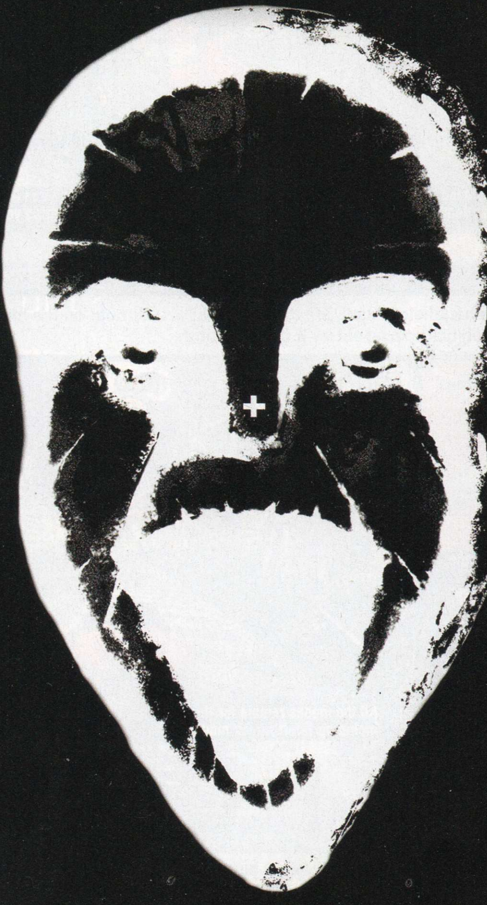
GM HATES
- We still want to play some of the great battles of the film
- Bombadiel is a ponce

MOST WANTED METER

With no new hobbit-infested films coming, this is the best way to sate your *Lord of the Rings* love, and it looks like it'll hit the spot, too.

5 4 3 2 1

More fun from Magic®. Stare at the ✚ for 30 seconds. Don't blink. Then look at a white wall or blank piece of paper.



A SET SURE TO MAKE A LASTING IMPRESSION

GUILDPACT™

Wizards of the Coast™

MAGIC The Gathering®

GAME SUPPORT LINE: 08457 125599

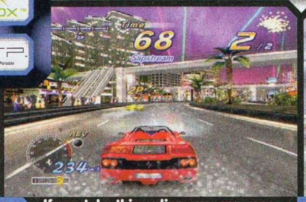
MAGICTHEGATHERING.COM

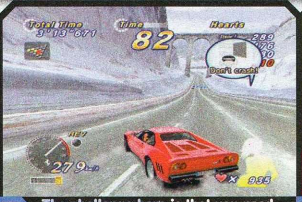
All trademarks are property of Wizards of the Coast, Inc. ©2006 Wizards. Illustration by Dana Knutson

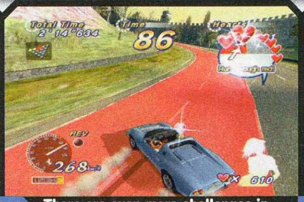
- **OUT:** 31ST MARCH • **FORMAT:** PS2 • **PRICE:** £39.99
- **DEVELOPER:** SUMO DIGITAL • **PUBLISHER:** SEGA • **ONLINE:** MULTI-PLAYER
- **OTHER FORMATS:** XB, PSP • **WEB:** WWW.SEGA-EUROPE.COM • **PLAYERS:** 1 (1-6 ONLINE)

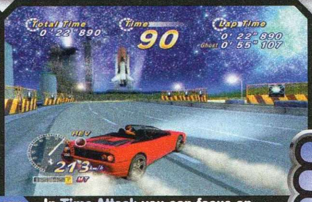
LADY PLEASER

As well as the finishing levels, you'll need to keep your lady companion happy too. So if she wants a spot of dangerous driving, that's what you'll have to give her to win her heart.


If you take this online, you can race with up to six players in total.

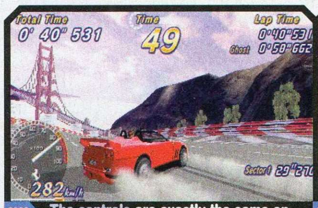

The challenge here is that you need to 'not crash'. Easier said than done.

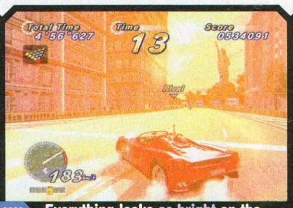

There are even more challenges in this game than the last Xbox version.

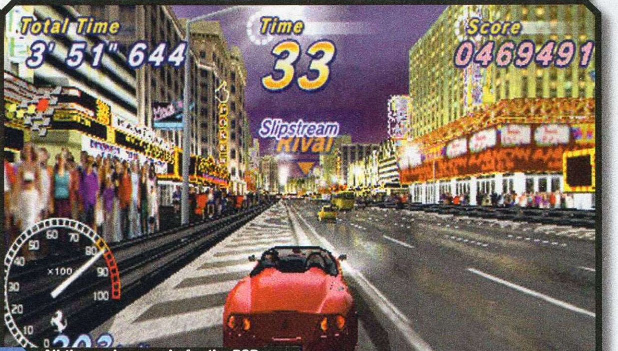

In Time Attack you can focus on beating your previous times.

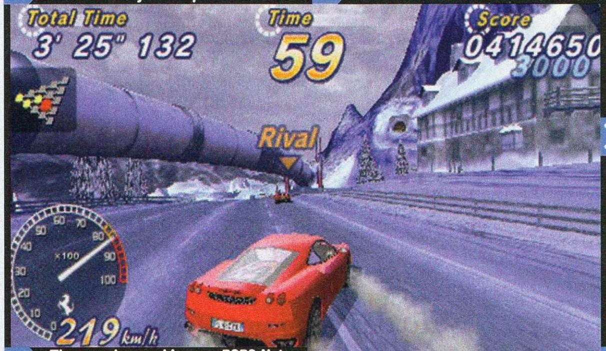
MINI OUTRUN

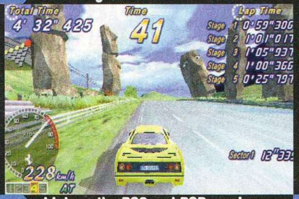
For the first time, this version of *Outrun* will be making it onto a handheld – the PSP. It easily looks just as neat on the handheld format as the PS2, too, and the two versions are compatible. So you can unlock special extras if you play both.

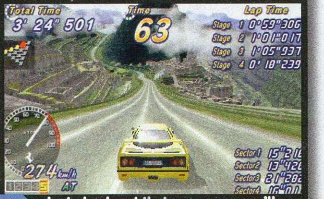

The controls are exactly the same on the PSP – so you can powerslide.


Everything looks as bright on the PSP as in the other versions.


All the modes remain for the PSP including Heart Attack mode.


The sun always shines on PSP? Not always, there's icy courses, too.


Link up the PS2 and PSP versions and you'll unlock hidden stuff.


Just check out that scenery – you'll wish you were there for real.

OutRun 2006 Coast 2 Coast

Jump in your convertible for the ride of your life...

Sick of the relentless realism, upgrading turbines and constant body work-pimping of current racers? Fancy a nostalgia trip, free from naff decals and tacky spoilers? Then keep your eyes peeled for this – another *Outrun* game for the current generation.

Blue skies, palm trees and the most arcade-style handling you've ever experienced await in *Outrun 2006*. Going back to glorious basics, accelerator and brake buttons are all you need. Forget handbrake turns, crash-breakers and ramps that have you flying through multi-story car parks and smashing through car showroom windows.

Outrun gives you some cheesy, chilled out tunes to listen to, included two new ones from the man behind the original arcade *Outrun* theme tune, and some remixes of the likes of the classic Magical Sound Shower. You'll also get your hands on a soft-top Ferrari – Sega have bagged the Ferrari licence and include 12 different car models in the game.

BACKSEAT LOVE

Plus, of course, you have a girl sitting by your side whose comments ("How far are you going to take me?") and shrieks of delight when you powerslide perfectly around a corner are more than enough incentive to drive as well as possible. The 30 stages in the game are a mixture taken from the best of both *Outrun 2* and the *Outrun 2 SP* arcade game.

There's an evolved Heart Attack mode, where you need to impress whichever of the three girls you choose in a different way – one might be won over by powerslides, another pure speed. Other modes include Time Attack and Flagman races, which are really just straightforward checkpoint races.

New stuff aside, though, it's still the *Outrun* we know and love. The perfect game to get you into the mood for summer. GM

Need to know

What is it?

An update of the Sega coin-op that incorporates bits of the Xbox remake.

Facts

- 12 different models of Ferrari to drive
- 30 of the best stages
- Classic *Outrun* gameplay with some new modes

From the people who made...

Outrun 2 ....78%

PREVIEWER: Kath

HANDS ON VERDICT

OutRun 2006 Coast 2 Coast

HOW FINISHED? 85%

CONTROLS

⊡ Accelerate
⊡ Brake
D-pad/left analogue stick – Steer

WE PLAYED IT AT...

Not a sunny beach unfortunately but *GM's* games room.

WHAT WE PLAYED

- ☑ Heart Attack mode
- ☑ PSP version
- ☒ Challenge mode
- ☒ Online

HOW DOES IT PLAY?

It's ready to just pick up and launch into but, despite the simple controls, is rock solid to actually beat. As well as being able to powerslide around corners, you can ride the slipstream of other vehicles. The controls aren't hard to master, but reaching checkpoints takes practice.

ANY PROBLEMS?

It's looking pretty perfect but even with the lovely visuals, you have to appreciate the retro-ness of it to enjoy it.

BEST BIT SO FAR

Sliding around corners and dodging traffic, earning adoring hearts from your girlfriend as you go.

VERDICT

5 4 3 2 1

GM LOVES
+ The no-frills gameplay – your objectives are simple but no less satisfying

GM HATES
- Missing those tricky checkpoints by mere seconds

MOST WANTED METER

It's a chilled out yet totally challenging and compelling chunk of retro arcade driving. No game will make you smile quite as much as *Outrun 2006*.

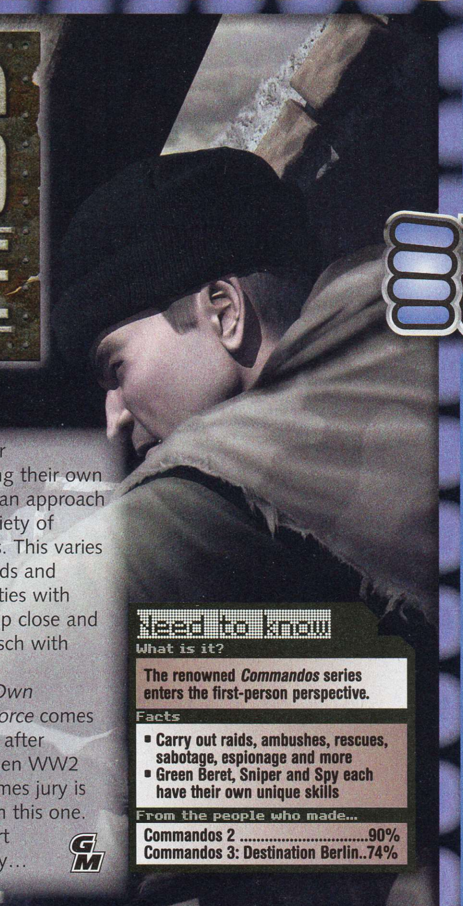
CAN'T WAIT?

MOST LIKE: ....Outrun 2
BIGGEST RIVAL: ....Need For ....Speed: Most Wanted

• **OUT:** 17TH MARCH • **FORMAT:** PS2 • **PRICE:** £39.99 • **DEVELOPER:** PYRO
• **PUBLISHER:** EIDOS • **ONLINE:** DEATHMATCH, TEAM DEATHMATCH, SABOTAGE
• **OTHER FORMATS:** XB, PC • **WEB:** WWW.COMMANDOSSTRIKEFORCE.COM • **PLAYERS:** 1-8

PS2
XBOX
PC

COMMANDOS STRIKE FORCE



Striking it lucky or striking out?

"Why don't you try it, boss?" It's been eight years since the original *Commandos* came out, and still hardly a week passes when we don't quote that gruff Green Beret or sarcastic Marine. Call us sad, but they really were a memorable bunch, especially in the killer sequel *Commandos 2* where we had such a top time it almost convinced us WW2 was a fun day out.

How times have changed. After the let-down that was *Commandos 3: Destination Berlin*, Pyro announced that their latest – Strike Force – was to abandon the traditional 2D isometric strategy in favour of a first person shooter! Talk about a drastic change in direction…

GREAT GUNS

But once we got past those initial cynical preconceptions, we started to enjoy *Commandos Strike Force*. Pyro has obviously realised that to head down the all-action *Call of Duty* route would be courting disaster, so instead they've focused on using the more strategic elements from previous *Commandos* in this new engine.

With each of your commando trio having their own unique talents, you can approach objectives from a variety of different perspectives. This varies from murdering guards and assuming their identities with your spy to getting up close and personal with the Bosch with your beefy Beret.

While the *Boy's Own* quirkiness of *Strike Force* comes as a pleasant change after months of angst-ridden WW2 fare, the *GM* war crimes jury is still very much out on this one. Let's just hope a court martial isn't necessary… GM

Need to know

What is it?

The renowned *Commandos* series enters the first-person perspective.

Facts

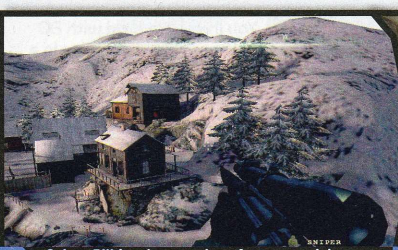
- **Carry out raids, ambushes, rescues, sabotage, espionage and more**
- **Green Beret, Sniper and Spy each have their own unique skills**

From the people who made…

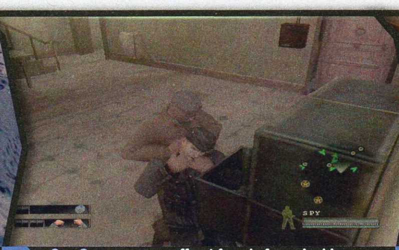
Commandos 2 ....90%
Commandos 3: Destination Berlin..74%

GOING COMMANDO

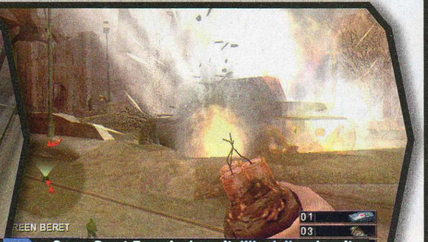
Although *Strike Force* has chosen to prune the traditional Commandos roster (meaning old faves like Driver, Sapper, Natasha and – sob – Whisky have gone AWOL), the three Special Forces members that remain are still a talented bunch...



Sniper Bill is a key member of your squad: he can silently remove any lookouts blocking the way.



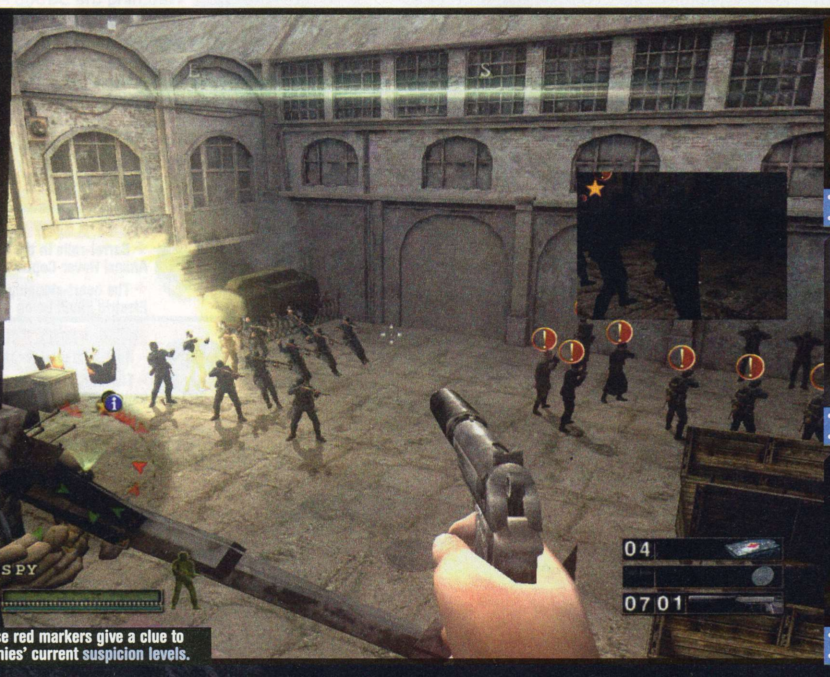
Spy George can snuff out foes before pinching their uniforms for you to use as disguises.



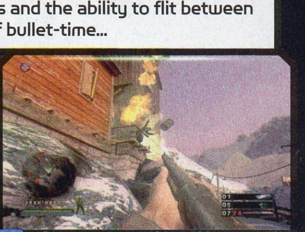
Green Beret Francis doesn't dilly dally when it comes to killing – he gets down to business.

SOLDIERING ON

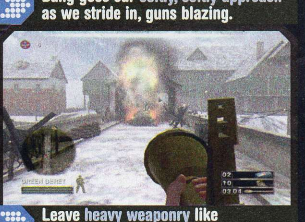
Several other throwbacks to the old-school Commandos remain, including markers that indicate enemy status and the ability to flit between heroes at the push of a button. Something we *don't* remember from the original was the sniping equivalent of bullet-time...



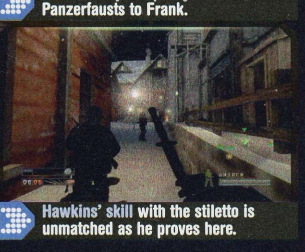
Those red markers give a clue to enemies' current suspicion levels.



Bang goes our softly, softly approach as we stride in, guns blazing.



Leave heavy weaponry like Panzerfausts to Frank.



Hawkins' skill with the stiletto is unmatched as he proves here.

PREVIEWER: Rob

HANDS ON VERDICT

COMMANDOS STRIKE FORCE

HOW FINISHED? 95%

CONTROLS

L2 Run
L2 Crouch
R1 Fire
R2 Use item
⊗ Action
⊡ Reload
△ Command/ Talk
◎ Medikit

WE PLAYED IT AT...

GM Towers

WHAT WE PLAYED

☑ Behind Enemy Lines
☑ Betrayal
☒ Under their Noses
☒ Multi-player

HOW DOES IT PLAY?

While credit is due that many of the series' strategic themes and unique abilities of each commando has been integrated into *Strike Force*, the resulting action doesn't gel together as well as we'd hoped. Next to the vibrant *COD2*, this feels deadly dull.

ANY PROBLEMS?

Pyro's artistic talents lie in the 2D department, since this belated switch to 3D is, to be honest, pretty bloody ugly.

BEST BIT SO FAR

Defending a key bridge from swarms of Nazis with snipers, then finishing the job with a Panzerfaust. Effective stuff.

VERDICT

5 4 3 2 1

GM LOVES

+ All three Commandos are larger-than-life characters
+ Stealth kills

GM HATES

- We miss the sapper, marine and pals...
- Going 3D has sacrificed the series' personality

MOST WANTED METER

Even with the switchable heroes and fresh strategic spin of *Commandos Strike Force*, does the world really need another WW2 FPS?

CAN'T WAIT?

MOST LIKE: ....Call of Duty 2
BIGGEST RIVAL: ....Brothers in ....Arms, Earned in Blood

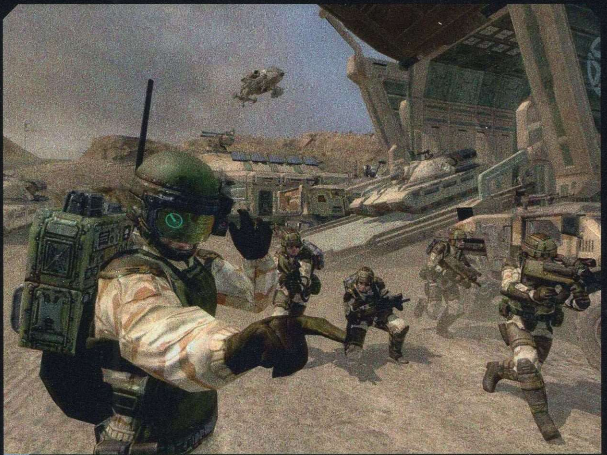
• OUT: TBC **• FORMAT:** PC **• PRICE:** TBC **• DEVELOPER:** SPLASH DAMAGE
• PUBLISHER: ACTIVISION **• ONLINE:** MULTI-PLAYER **• OTHER FORMATS:** NONE
• WEB: HTTP://WWW.ENEMYTERRITORY.COM/ **• PLAYERS:** UNLIMITED

PC

ENEMY TERRITORY™ QUAKE WARS

Prepare for the Earth to shake...

When your previous online game netted you a worldwide audience of no less than eight million, going one better than that isn't easy. Yet Splash Damage is making it seem that way. By swapping WW2 rifles for the energised piledrivers of intergalactic conflict, and setting out to make every gameplay element of *Enemy Territory: Quake Wars* better than it is anywhere elsewhere, the *Wolfenstein: Enemy Territory* developer has fashioned some awe-inspiring firepower.



If your gaming rig was up to the challenge of running *Doom 3* and *Quake 4*, you shouldn't need to upgrade to enjoy *Enemy Territory: Quake Wars*. Phew.

IT'S A BLAST

Key to *Quake Wars* is its desire to make you happy as you go about turning other people into corpses. It wants your chosen vehicle to always have both advantages and disadvantages, it never wants to strand you a mile from the fight, and it wants those fights to be *big*. That's why Splash Damage went to id graphics guru John Carmack to make big changes to his *Doom 3* engine – and they are changes that show.

A fight between humans and Strogg (the villains of the *Quake* universe), the game sets up a momentous battle of wits and reflexes on every frontline of its enormous maps.

Teamwork is essential, and victory brings a team-sized sense of achievement.

HEADSTRONG

But while it may prove to be the loudest and most intense conflict ever staged online, the real draw with *Quake Wars* is that it's also looking to be the cleverest.

There are so many little details that make its vehicles, weapons and troop classes different to any other game, that you can't help but tremble at the thought of its arrival. Trust us: you'll never seen a war like it.

Need to know

What is it?

The future of online battlefields, rendered by a revamped *Doom 3* engine.

Facts

- **Depicts the great battles that occurred before *Quake 2*, during the Strogg invasion of Earth.**
- **It's online multi-player only, just like it should be**

Rumour

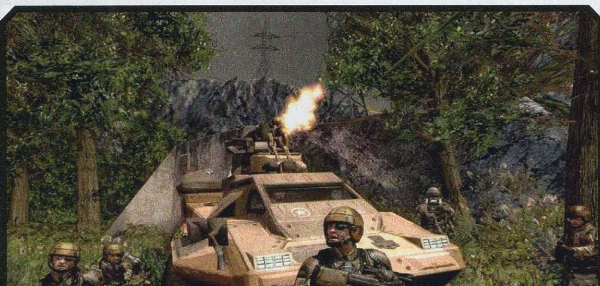
- **Xbox 360 version to follow the PCs.**

From the people who made...

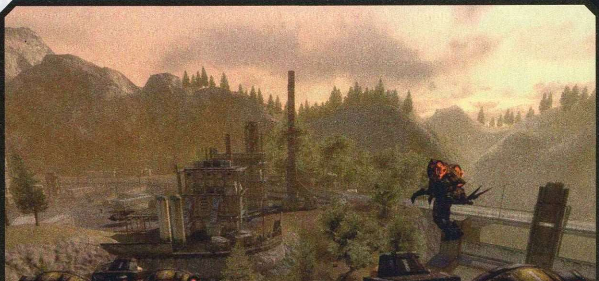
Wolfenstein: Enemy Territory.......70%

CRASH, BOOM, BANG!

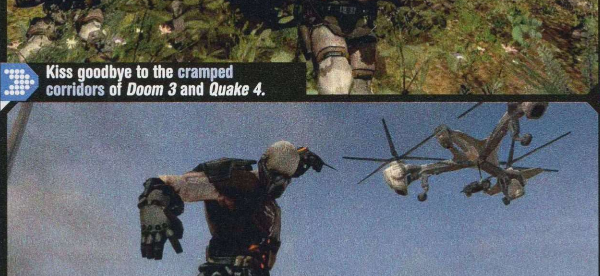
No military consultants were harmed in the making of this game. Come to think of it... none were even spoken to. But still, the explosions are so impressive and frequent, that any inaccuracies just seem like nit-picking. Here's what you'll be faced with...



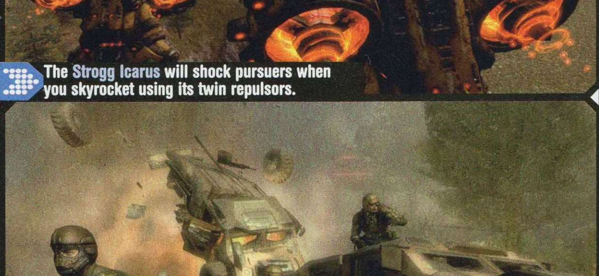
Kiss goodbye to the cramped corridors of *Doom 3* and *Quake 4*.



The Strogg Icarus will shock pursuers when you skyrocket using its twin repulsors.



The Magog dropship can help out the stranded, but it can't overcome an ambush.



Every item a player carries will be visible somewhere on their body.

PREVIEWER: Duncan

HANDS ON VERDICT

ENEMY TERRITORY QUAKE WARS

HOW FINISHED? 50%

CONTROLS

Left Mouse – Fire
Right Mouse – Secondary Fire
Mouse Wheel – Select weapon
R – Reload
F – Action button
C – Crouch
X – Prone

WE PLAYED IT AT...

Splash Damage, Bromley

WHAT WE PLAYED

☑ Explored enormous maps
☑ Fired massive bullets
☑ Drove monster vehicles

HOW DOES IT PLAY?

You'll feel like a kid with 20 years of military training in a toy store full of weaponry. Every element of *Quake Wars* in some way redefines the online strategic shooter, and its arsenal makes *Perfect Dark Zero* look like Saturday morning television.

ANY PROBLEMS?

It's far from finished, which means we can't play it online yet. It's unknown whether it'll boil our PC to bits when we do.

BEST BIT SO FAR

Watching the Strogg Plasma Mortar whistling down, blasting an area the size of a block of flats to atoms.

VERDICT

5
4
3
2
1

GM LOVES

+ Barrel-rolls in the Anansi Hover-Copter
+ The heart-stopping Bio-Electric Pinch Bomb

GM HATES

- Having to wait for it
- The cost of that swanky new graphics card

MOST WANTED METER

If you thought *Battlefield 2* had fortified this territory, just wait until this heavy artillery opens fire. *Quake Wars* is set to flatten everything in its path.

CAN'T WAIT?

MOST LIKE: ....Wolfenstein: Enemy Territory
BIGGEST RIVAL: ....Battlefield 2

Turn
world upside down
Blow
rivals away
Touch
rampaging bulls
Rub
insane robots

Jammed with 35 mini-games

It's one truly bizarre mission after the next in 'The Rub Rabbits!' the insanely addictive game that's turning the DS on its head. With 35 maddening mini-games, from slapping your friends to keep them awake, to shooting your rivals out of the sky, and from snowball fights, to games of twister, the list just gets longer and weirder.
Play it upside down, play it sideways, play it on your own, play it with friends, just play it.

The Rub Rabbits!™

7+
www.pegi.info

NINTENDO DS™

THE INSANITY STARTS FEB 10th

SONIC TEAM™
www.allaboutgames.com

SEGA
www.sega.co.uk

SEGA, the SEGA logo and The Rub Rabbits! are either registered trademarks or trademarks of SEGA Corporation. © SEGA Corporation, 2005. All rights reserved. The Nintendo DS logo is a trademark of Nintendo. © 2005 Nintendo.

- **OUT:** MARCH • **FORMAT:** GC • **PRICE:** £39.99
- **DEVELOPER:** SEGA • **PUBLISHER:** SEGA • **ONLINE:** NO
- **OTHER FORMATS:** XB, PS2 • **WEB:** WWW.SEGA.COM • **PLAYERS:** 1-4

PS2 XBOX GAMECUBE

SONIC RIDERS™

Need to know

What is it?

Extreme sports, Sega style – *Sonic* meets *SSX* in his fastest game ever.

Facts

- **Loads of *Sonic* characters plus classic Sega heroes to unlock**
- **You can complete Story mode with cinematics**
- **Ridiculously quick action**

Rumour

- **AiAi from *Monkey Ball* is in it.**

From the people who made...

Sonic Heroes................................ 78%
Shadow The Hedgehog 65%

You won't get board with this one...

S*onic* meets extreme sports? When you think about it, it's an obvious match – what with his speed, agility and 'wacky' blue haircut. Except the hedgehog with attitude (who looks nothing like a hedgehog) wouldn't go for anything as ordinary as snowboarding or parachuting.

Instead, he hops onto a hovering plank and zooms through cities, deserts and jungles at about a zillion miles per hour.

Sonic Riders looks a lot like *F-Zero GX* (surely no coincidence, seeing as both games were produced in the same building at Sega) and moves like nothing on earth. From the moment you're catapulted over the start line, it's a blur of pure insanity. You won't know what's hit you.

G FORCE

Your hoverboard has a limited amount of 'air' power, after which you'll end up having to walk. To keep it topped up, you'll need to pull tricks off the turbulence left behind by other racers, and the more time you spend riding these transparent tornadoes, the faster you go.

There are no weapons, although you can smack your rivals in the face if you get close enough. Each course has wide areas, ideal for a bit of fighting, as well as hairpin turns that require use of the R trigger to drag your board around and fling it out the other side.

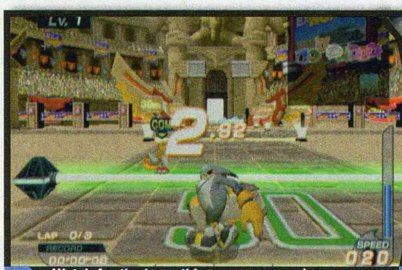
Confusingly, there are sections where you'll be transported to another part of the track – you can find hidden ones by doing tricks at certain points. During these scenes, spinning the joystick helps maintain your speed, but it's a bit of an odd thing to include in a racing game.

SLIP STREAM

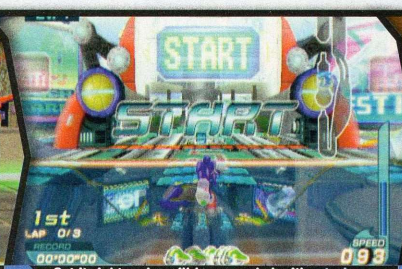
But *Riders* is wildly impressive. It's exactly what you'd imagine a *Sonic* game to be like if they stripped out all of the platform-hopping, made the levels circular, then wound him up and let him go. Madness! GM

ON YOUR MARKS

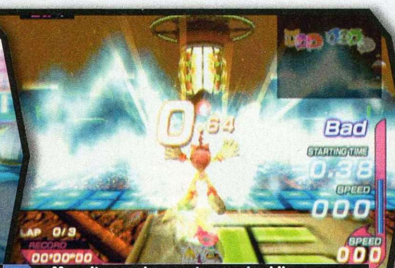
Instead of pressing the accelerator at the precise moment, you begin a race by creeping towards a moving line, on foot. You can time it however you want – walk slowly, wait and dash, wiggle around a bit – but make sure you cross the line at the exact moment it turns green in order to get a turbo start. Miss it and you get electrocuted. It's totally original and a load of fun with four players.



Watch for the laser thing – you can only cross once it passes the start line or you'll get a shock.



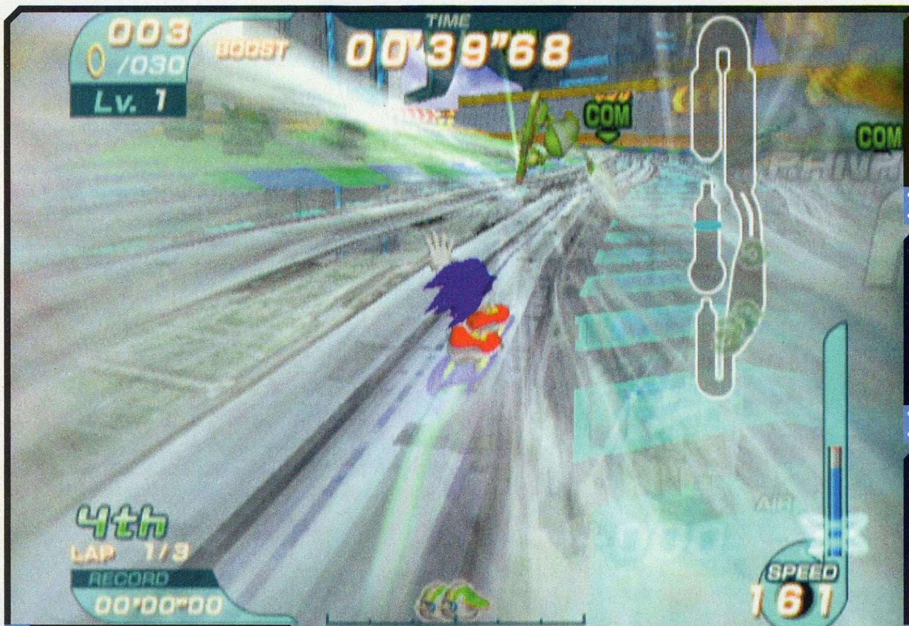
Get it right and you'll be rewarded with a turbo start which really helps get ahead of the pack.



Mess it up and you get zapped, while everyone else starts the race.

TRICK STYLE

Stunts are easy to pull off in *Sonic Riders*, and you don't get penalised too badly if you accidentally make Sonic land on his head. Grades are awarded for each trick – we managed an X the other day, which is probably as good as it gets.



Sonic is in the *turbulence zone* – which means it's trick time!

When you pull off a trick, a little glowing trail appears behind them.

Some characters are better in the air than others – this one's not bad.

This is one of those out-of-control spinny bits. Very, very weird.

PREVIEWER: Martin

HANDS ON VERDICT

HOW FINISHED? [illegible]

CONTROLS

Ⓐ Jump
Ⓑ Boost
↖ Slide

WE PLAYED IT AT...

GamesMaster's own office. We're busy playing through a near-complete version.

WHAT WE PLAYED

☑ Time trials
☑ Single races
☒ Story mode
☒ Theatre mode
☑ Half of the courses

HOW DOES IT PLAY?

At first, we had horrible visions of *Kirby's* air ride – there's no button for accelerating, and if you leave the game alone it sort of drives itself (slowly). But once you get used to it, there's a surprising amount of subtlety in the controls, and there's certainly no shortage of action here.

ANY PROBLEMS?

At times, it's almost too fast. But then Sonic has never had a problem with coping with excessive speed.

BEST BIT SO FAR

The starting line. Honestly, it's the best thing since the original secret turbo start in *Super Mario Kart*.

VERDICT

5
4
3
2
1

GM LOVES

+ ***Sonic* has never looked better or moved quicker**
+ **Great hidden riders**

GM HATES

- **Joystick-spinning 'teleport' scenes**
- **Bashing into walls all the time**

MOST WANTED METER

Not the easiest thing to get the hang of, but once you've figured out how to turn corners, *Sonic Riders* is great. Definitely one to watch, we'd say.

CAN'T WAIT?

MOST LIKE: ....F-Zero GX
BIGGEST RIVAL: ....Shadow
OUT SOONER: ....Nothing – it's ....due in less than a month

FROM THE EXECUTIVE PRODUCER OF HALO® AND THE PUBLISHER OF DESTROY ALL HUMANS!™
STUBBS™ THE ZOMBIE
IN Rebel Without a Pulse™
www.stubbsthezombie.com
BE THE ZOMBIE.
XBOX
BUILT WITH THE HALO™ ENGINE
STUBBS THE ZOMBIE Rebel Without a Pulse
15
XBOX
PC DVD-ROM SOFTWARE
The way it's meant to be played NVIDIA
WIDELOAD™
aspyr
THQ®

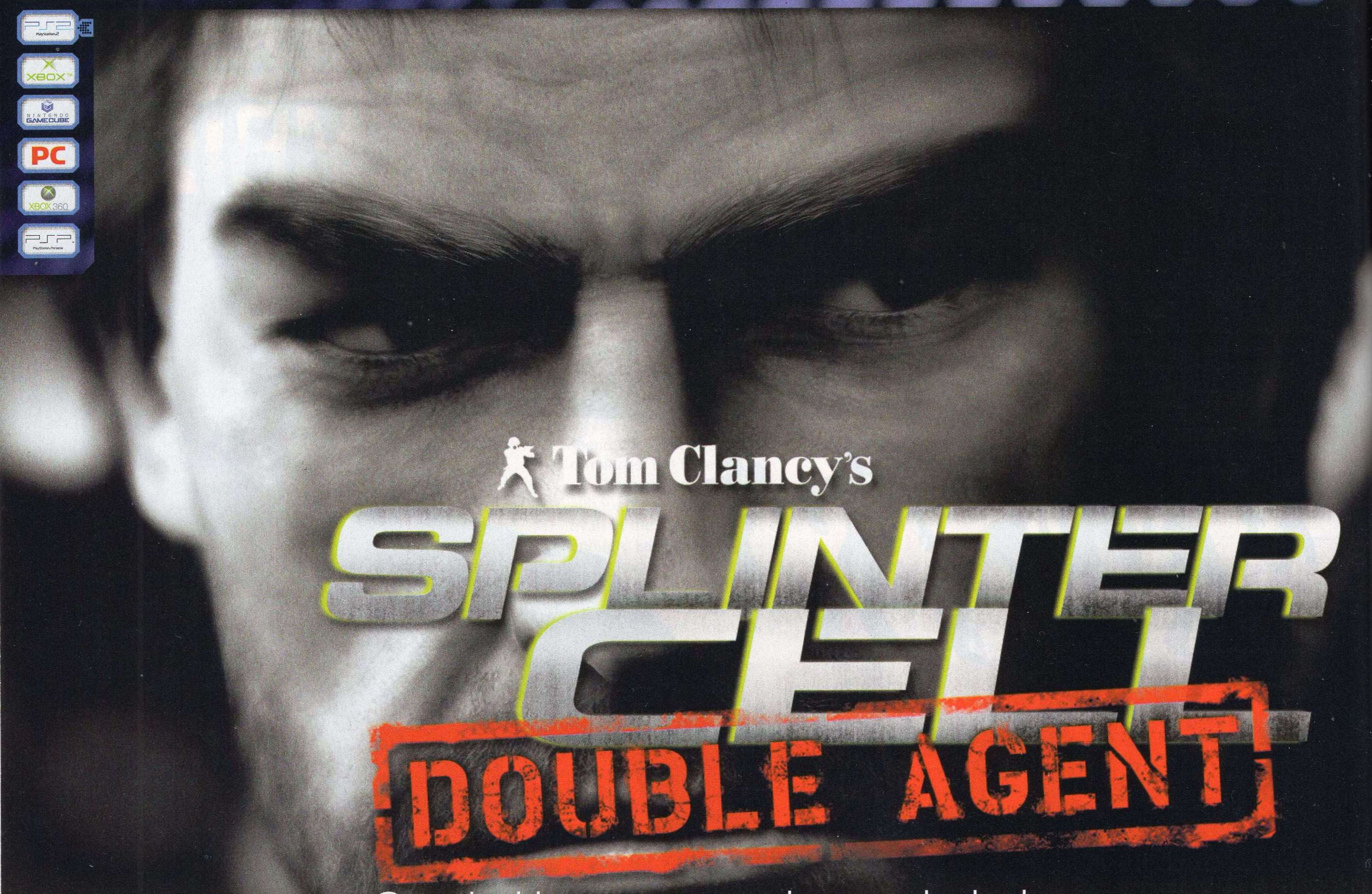
Somewhere in Punchbowl, "City of the Future" the object of your revenge awaits. The only thing standing in your way is the living.

EAT BRAINS: Convert the living into undead allies & build your zombie horde.

POSSESS THE LIVING: Clamp your severed hand on the living & use any of their weapons.

Developed by Wideload Games, Inc. ©2005 Wideload Games, Inc. Portions ©2005 Aspyr Media, Inc. Aspyr® is a registered trademark of Aspyr Media, Inc., and the Aspyr star logo is a trademark of Aspyr Media, Inc. Stubbs™, Stubbs the Zombie™, Rebel Without a Pulse™ and Be The Zombie™ are trademarks of Wideload Games, Inc. under exclusive license to Aspyr Media, Inc. PC-CD ROM logo TM and ©IEMA 2004. The NVIDIA logo and the "The way it's meant to be played" logo are registered trademarks or trademarks of NVIDIA Corporation. The ratings icon is a registered trademark of the Entertainment Software Association. All rights reserved. All other trademarks and trade names are the property of their respective owners. Microsoft, Halo, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

- **OUT:** 31ST MARCH
- **FORMAT:** PS2
- **PRICE:** £39.99
- **DEVELOPER:** UBISOFT MONTREAL
- **PUBLISHER:** UBISOFT
- **ONLINE:** VERSUS
- **OTHER FORMATS:** XB, XB 360, GC, PC, PSP
- **WEB:** WWW.BEWARESAMFISHER.COM/UK/
- **PLAYERS:** 1-2



Tom Clancy's SPLINTER CELL DOUBLE AGENT

Sam doubles up as a good guy and a bad guy...

Back in *GM*168 we broke the news on the new *Splinter Cell* before anyone else. We told you how Sam Fisher had agreed to undertake a dangerous undercover mission following the shocking death of his daughter to a drunken driver. How he had to get himself arrested and thrown into a top security prison so that he could meet and gain the trust of terrorist Jamie Washington, then escape with him and gain access to his group.

JAIL BREAK

This month, we got to play the PS2 version of the game. The game actually begins with Sam in Iceland, carrying out the sort of mission that will be familiar to any *Splinter Cell* fan. The only difference is, he's undertaking it with another agent. *Double Agent* includes several levels like this where Sam works with other characters, using the moves invented for the Co-op mode in *Chaos Theory*, such as giving one another a leg up and one agent throwing another across a gap. Halfway through the mission, though, Sam in contacted by Lambert and told to abort the mission and return to HQ immediately. Once there, the news is broken to Sam of his daughter's death.

BREAK DOWN

The introduction is typical of the interactive cinematics that run throughout the game. The cutscene that follows shows Sam breaking down and throwing his trademark night vision goggles out of a helicopter. The next thing you know, he's being led into 'correctional facility' with a shaved head and prison overalls replacing his usual stealth suit.

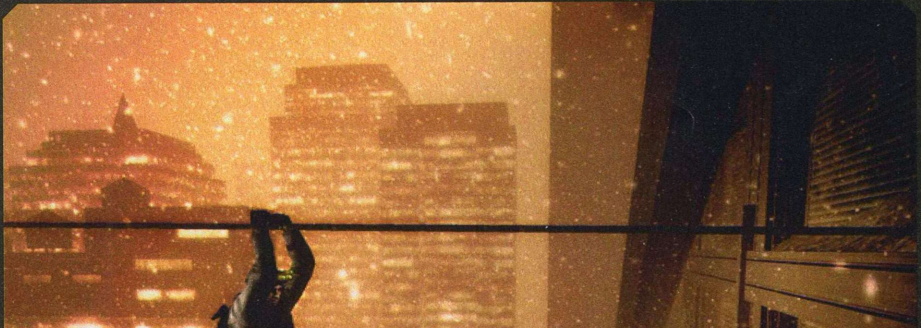
It all serves to show that Sam is changing, and Ubisoft is changing the way you'll play this latest instalment of *Splinter Cell*. For the past three games, Sam's relied on trusted tactics to get him out of sticky situations, but now he's going back to basics – and gadgets are out.

After the action-packed prison break-out level – all around you prisoners are kicking down doors and fighting prison guards – is the first of several HQ levels. Back in Washington's gang headquarters you are given objectives by Lambert, like gathering the fingerprints of the gang members. Sneaking around in a balaclava, being spotted sets off a dreaded alarm and ups the security on the level. Fortunately, you can decrease the alert level by taking a terrorist hostage and walking him to an intercom to insist everything is fine.

If you're caught, the game goes into an 'arrest mode'. Sam holds his hands above his head and as the gang members get closer to find out who he is, a sequence of button-presses comes up on the screen. Hit them fast enough and Sam will grab their gun and turn it on them.

THE MAVERICK

The developers say that Sam is 'not a puppet anymore'. So no more unquestioningly following Lambert's orders to the letter. Now Sam is more reckless and more unpredictable. We like the sound of that. GM



While the storyline has changed how many levels are played, Sam's basic moves are the same. He can climb and use zip lines.

> **"SAM IS NOT A PUPPET ANYMORE, HE'S RECKLESS AND UNPREDICTABLE. WE LIKE THE SOUND OF THAT"**

What is it?

Need to know

The fourth *SC* game being developed by different teams for each format.

Facts

- **9 missions in total**
- **Co-op mode featuring 12 unique co-op missions**
- **Online play Spy Vs Spy**

Rumour

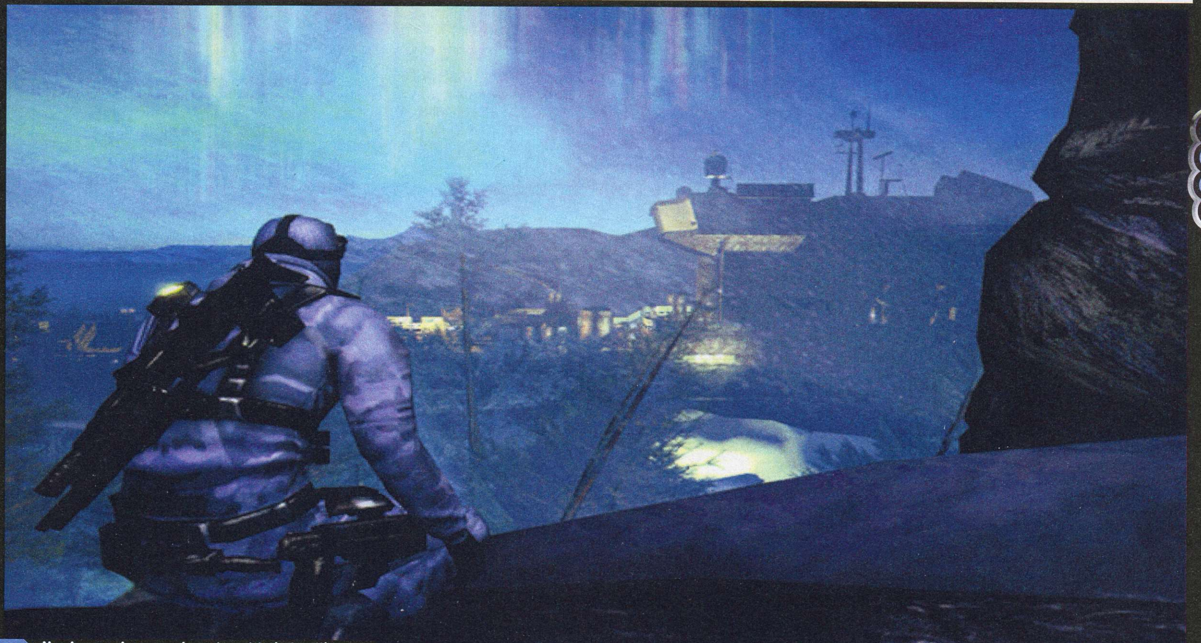
- **Sam falls in love with a terrorist.**

From the people who made...

Splinter Cell (XB) 90%
Splinter Cell Pandora Tomorrow (PS2) 90%

CASING THE JOINT

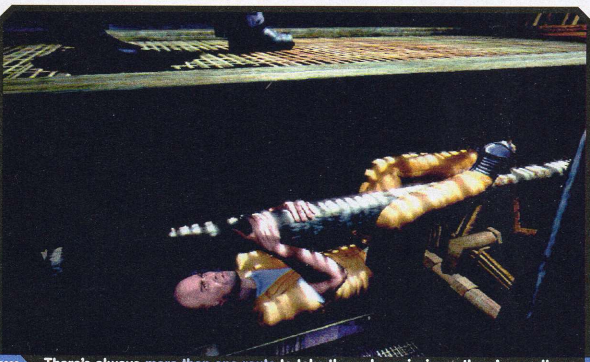
The nine heart-stoppingly exciting missions in the game will take you from the middle of a civil war to the expanses of Iceland.



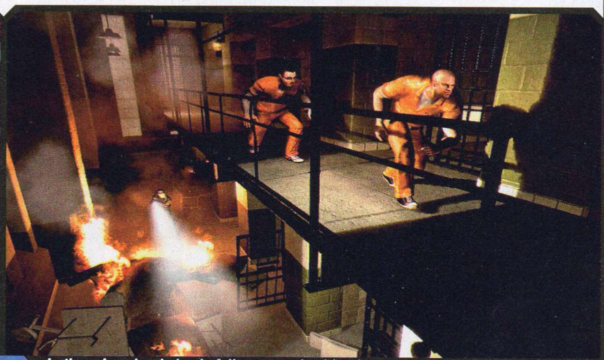
You know where you have to get to but getting there is never as easy as it looks.

GET OUT OF JAIL FREE

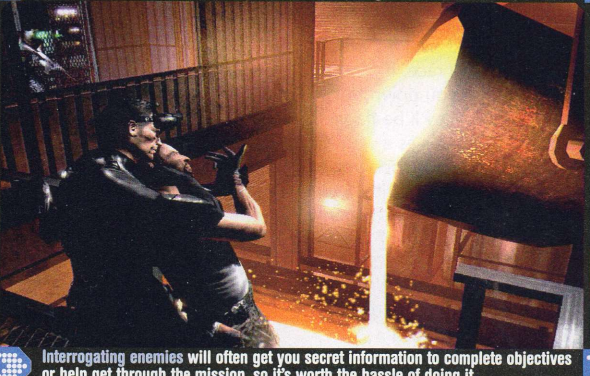
The game is broken into two parts – the levels that take place in the gang's HQ where you have to gather evidence on them and the missions themselves. When on a mission, you have to decide whether to follow the terrorist's objectives or the CIA's.



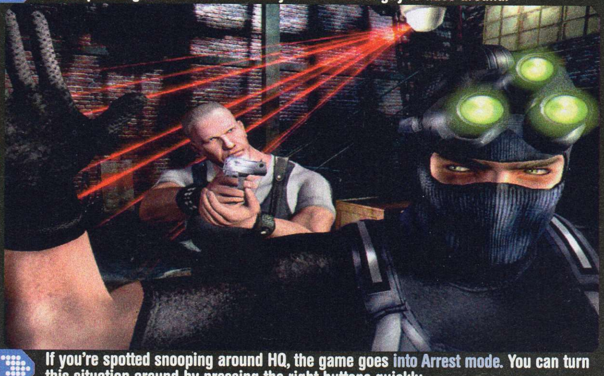
There's always more than one route to take through a mission – there's usually a hidden vent somewhere which you can crawl through.



In the prison level, Jamie follows your lead but he can look after himself and will shoot prison guards when necessary. He's a useful guy to have around.



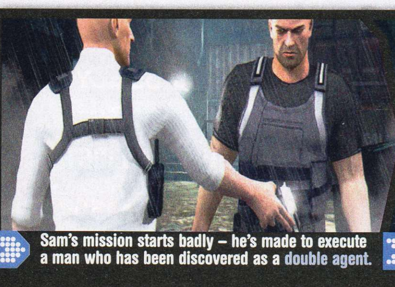
Interrogating enemies will often get you secret information to complete objectives or help get through the mission, so it's worth the hassle of doing it.



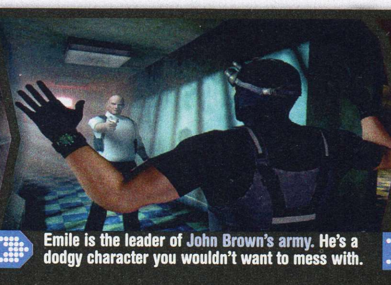
If you're spotted snooping around HQ, the game goes into Arrest mode. You can turn this situation around by pressing the right buttons quickly.

DOUBLE TROUBLE

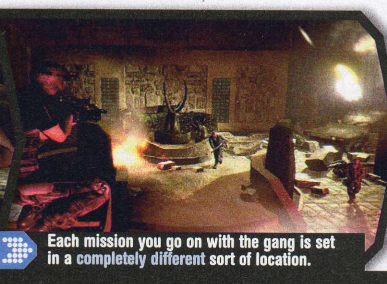
There are several key members of Jamie's terrorist gang, John Brown's Army. As you go on missions with the gang, you'll need to make decisions about whether to save them by killing civilians or let them get killed, even though it might blow your cover.



Sam's mission starts badly – he's made to execute a man who has been discovered as a double agent.



Emile is the leader of John Brown's army. He's a dodgy character you wouldn't want to mess with.



Each mission you go on with the gang is set in a completely different sort of location.

PREVIEWER: Kath

HANDS ON VERDICT

Tom Clancy's SPLINTER CELL DOUBLE AGENT

HOW FINISHED? 35%

CONTROLS

Ⓧ Draw weapon
Ⓨ Jump
Ⓑ Crouch/stealth
Ⓐ Interact/initiate Co-op mode
R Primary fire
L Secondary fire/fire non-lethal ammo

WE PLAYED IT AT...

Our game demo room. With the lights out, of course

WHAT WE PLAYED

☑ Prison breakout level
☑ HQ level
☒ Co-op mode
☒ Online

HOW DOES IT PLAY?

The developers haven't added lots of extra gadgets and moves in a conscious attempt to keep the controls accessible. However, there are plenty of new situations. like the co-operative play with non-playable characters, which adds a whole new element.

ANY PROBLEMS?

The HQ levels are still set out like normal levels with alarms: it won't look spectacular to anyone who's played *SC* before.

BEST BIT SO FAR

Completing an assault course back to your cell before you're noticed missing by guards. It's heart-stopping stuff.

VERDICT

5 4 3 2 1

GM LOVES

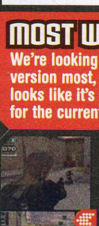
- + Sam being naughty instead of a jobsworth
- + Grabbing unsuspecting people from behind

GM HATES

- - Setting off alarms and activating impossible-to-get-past laser grids

MOST WANTED METER

We're looking forward to the 360 version most, but the new ideas mean it looks like it's going to be a step forward for the current-gen consoles too.



CAN'T WAIT?

BIGGEST RIVAL: ....Metal Gear Subsistence
OUT SOONER: ....The Plan (PS2) out now

• OUT: MARCH • FORMAT: DS • PRICE: £30 • DEVELOPER: CAPCOM
• PUBLISHER: NINTENDO • ONLINE: NO • SPECIAL: NONE
• OTHER FORMATS: NONE • WEB: WWW.EA.COM • PLAYERS: 1-4

DS

RESIDENT EVIL Deadly Silence

Evil, with an all too familiar face...

Need to know

What is it?

There are two games in here really – the original, in all its glory, and a version with all new features.

Facts

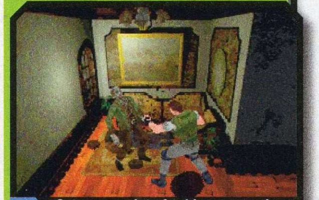
- Use the stylus to slash at approaching zombies.
- New multi-player mode, so you can hunt zombies against your mates.

From the people who made...

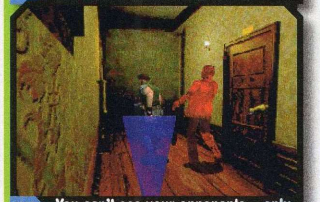
Resident Evil 4..............................97%

GO HUNT

The multi-player is certainly one of the biggest bonuses – pitting you against three operatives in a zombie hunt.



Get more points for bigger enemies, but they're harder to take down.



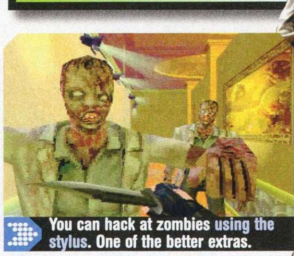
You can't see your opponents – only markers showing their position.

Or should that actually be 'Better the Evil you know'? Er, no, scrap that. 'Better' probably isn't the right word. Because, to be perfectly honest with you, the (albeit brief) play time that we've had with this hasn't exactly had us howling at the moon with happiness.

There are essentially two games here. The first is an exact copy of the original 10-year old PSone game, complete with hilariously bad dialogue and voice acting. The second is a kind of reworked version, with stylus-driven puzzles and the ability to slash up zombies using the touchscreen from a first-person viewpoint. Not a bad idea – or so you'd think – but the actual implementation of this in the version we played was a little on the shaky side, with the game flipping to the new zombie-slashing perspective one minute, and, well, *not* the next.

EVIL VS GOOD

There are a few reasons to feel cheerful though. Many of the stylus puzzles and mini-games are pretty smart (we particularly like the Bishop from *Alien* knife trick) and who could possibly turn their nose up at the prospect of some multi-player *Resi* action?



You can hack at zombies using the stylus. One of the better extras.

VERDICT

GM LOVES

- + The prospect of multi-player
- + The stylus-based extras.

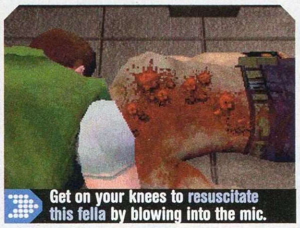
GM HATES

- - The way the original looks
- - The rotational, non-customisable controls

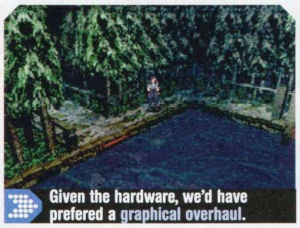
MOST WANTED METER

We never want to see another door opening animation. Ever. Oh, and customisable controls would be nice – we hate that rotational system.

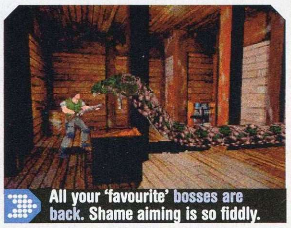
5 4 3 2 1



Get on your knees to resuscitate this fella by blowing into the mic.



Given the hardware, we'd have prefered a graphical overhaul.



All your 'favourite' bosses are back. Shame aiming is so fiddly.

• OUT: MARCH • FORMAT: 360 • PRICE: £49.99 • DEVELOPER: CRITERION • PUBLISHER: EA • ONLINE: YES
• SPECIAL: REPLAY SHARING • OTHER FORMAT: PS2, XBOX • WEB: WWW.EA.COM • PLAYERS: 1-4

PS2 XBOX XBOX 360

BURNOUT: REVENGE

This time, it's all about getting your own back...

Need to know

What is it?

It's – quite simply – an update of Criterion's superb *Burnout Revenge*, but for the 360.

Facts

- Completely reworked audio.
- Better car models for better crashes.
- New online content focusing on inter-player rivalries.

From the people who made...

Burnout 3 Takedown.......................94%

While it's not going to be a *massive* departure from previous versions (the basics modes, tracks and so forth will remain much the same) Criterion hasn't exactly wasted the 360's extra power.

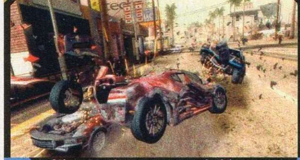
There are some notable improvements, from sharper textures and more detailed scenery to the vehicles themselves. These have undergone a complete overhaul, with more detailed models that let you see the interiors, engines and other elements when you crash. You can now scratch the paint off the cars and, pleasingly, the non-player-controlled vehicles now have almost as much detail as your own.

RIVALS, READY

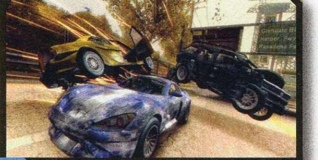
The biggest difference, though, is with the online experience. You can now build up relationships and rivalries with anyone that you race. If someone takes you down, for example, then they'll be flagged in subsequent races as a Revenge Rival – someone you have a score to settle with. Every takedown is logged by the game and, before a race, it will tell you which players you should focus on and why. It's a clever little system and is one that should, hopefully, help to build a stronger online community around the game.

AND... CUT

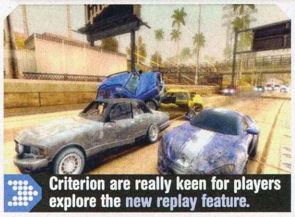
The 'other' main online feature is the return of recordable replays.



Clips can be recommended by viewers, so your profile gets raised.



If you capture something impressive, you'll be a Burnout Legend. Sort of.



Criterion are really keen for players explore the new replay feature.

VERDICT

GM LOVES

- + The blistering sense of speed
- + The new rivalry feature

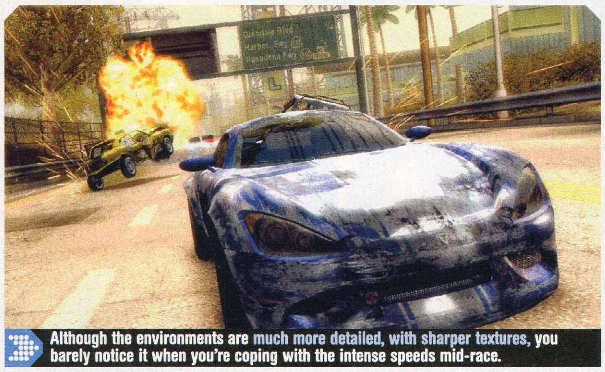
GM HATES

- - Doesn't seem *massively* different from the previous versions
- - Our watering eyes

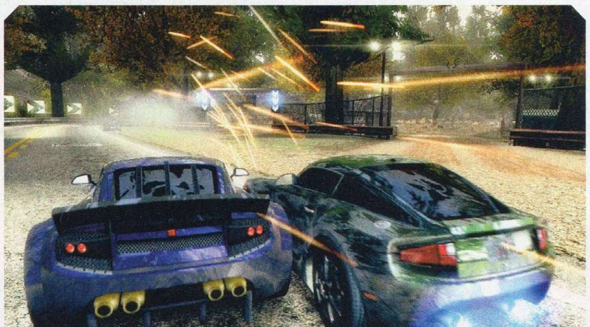
MOST WANTED METER

Would a *Halo*-style skill-based match-up service be too much to ask? We hate being left for dust by expert players. New tracks are always nice.

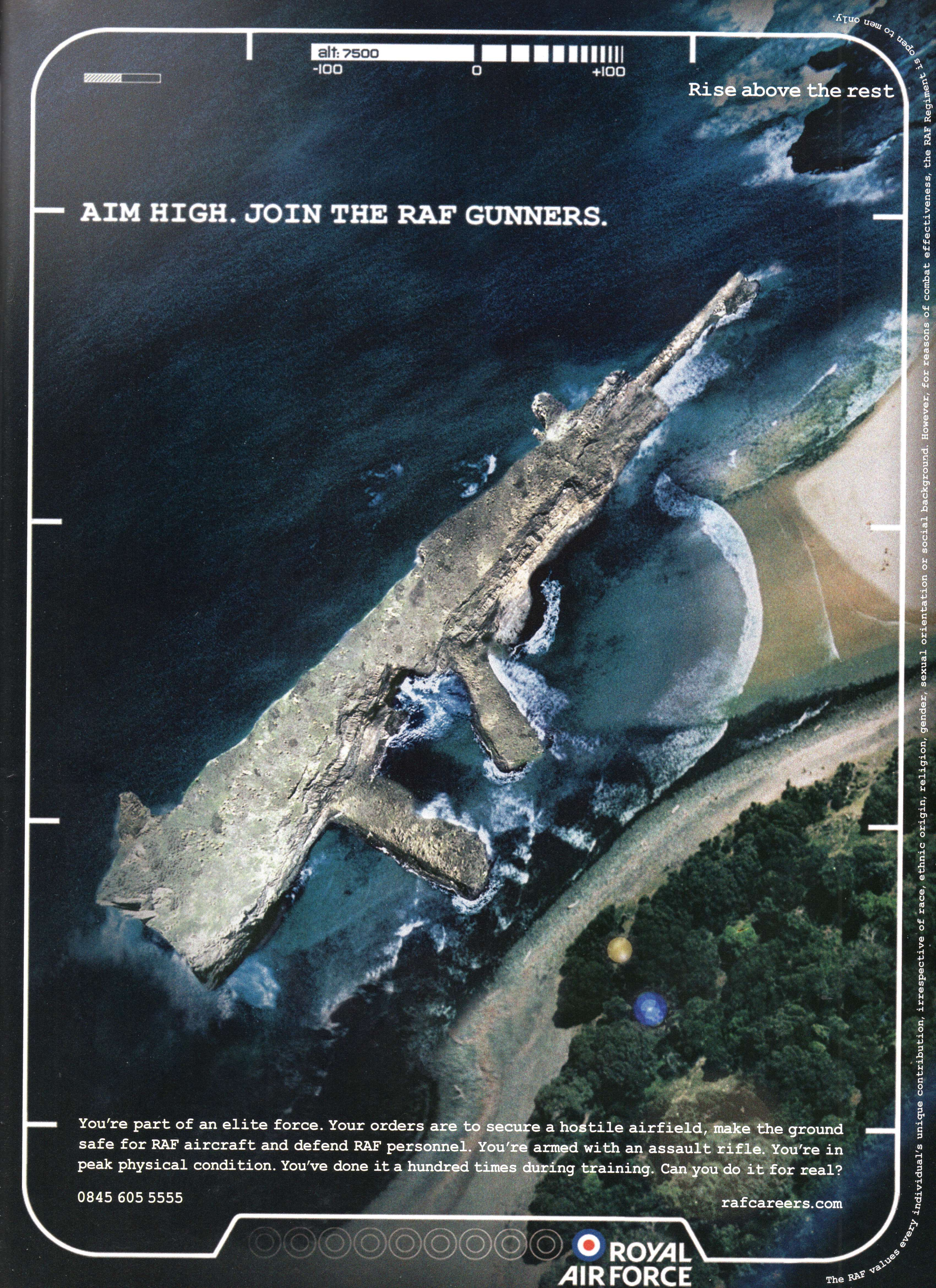
5 4 3 2 1



Although the environments are much more detailed, with sharper textures, you barely notice it when you're coping with the intense speeds mid-race.



There's more in the way of effects, like sparks from metal on metal contact, but the biggest improvement is in the motion-blur, giving a better sense of speed.


alt: 7500
-100
0
+100
Rise above the rest
AIM HIGH. JOIN THE RAF GUNNERS.
ROYAL AIR FORCE

You're part of an elite force. Your orders are to secure a hostile airfield, make the ground safe for RAF aircraft and defend RAF personnel. You're armed with an assault rifle. You're in peak physical condition. You've done it a hundred times during training. Can you do it for real?

0845 605 5555

rafcareers.com

The RAF values every individual's unique contribution, irrespective of race, ethnic origin, religion, gender, sexual orientation or social background. However, for reasons of combat effectiveness, the RAF Regiment is open to men only.

- OUT: MARCH • FORMAT: PS2 • PRICE: £39.99
- DEVELOPER: CAPCOM • PUBLISHER: CAPCOM • ONLINE: NO
- OTHER FORMATS: NONE • WEB: WWW.CAPCOM-EUROPE.COM • PLAYERS: 1

UPDATE!

Need to know

What is it?

Another adventure from the *Onimusha* universe, with more of a spin off feel.

Facts

- 5 playable characters
- 20 different weapons for each characters
- 30+ hours of gameplay

Rumour

- Tenkai is Samanosuke reincarnated.

From the people who made...

Onimusha 3 ....89%
Resident Evil 4 ....97%

ONIMUSHA
DAWN OF DREAMS

Obviously three just wasn't enough...

It was emotional time when *Onimusha 3* came out in 2004. When assessing its many merits, the general consensus was that a beloved series has gone out with a bang: we sheathed our swords, wiped a tear away and said goodbye... and that's because number three was supposed to be the last in the *Onimusha* series.

LAST SAMURAI

With Nonunaga defeated, all the samurai were supposed to go to bed and pack it in with all that demon slaying. But *Onimusha* is back by popular demand – well that's the official Capcom line, and it makes sense for the Japanese developers as *Onimusha* is one of their strongest series. The difference is this isn't a direct sequel, as the plot doesn't directly follow on from the last game, and there's a different attitude to the game.

Dawn of Dreams, for a start, has a total of five playable characters. Each has their own unique fighting style, which is suited to their choice of weapon. You start the game with Soki, who has a very familiar style to ease you back into the *Onimusha* experience, but once he makes certain allies (usually by beating them up) they are free to join him in his fight against the Genma.

NEW IMAGE

The next major change is that the rendered backgrounds have gone, and the environments are now fully 3D, which really does alter the whole feel of the game – it's all a bit more *Dynasty Warriors*.

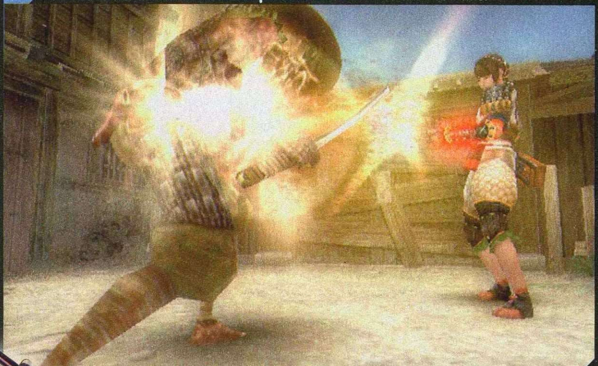
This, combined with a change to the power-up system, new Test of Valour mini-games and a way to bypass every box puzzle, makes for a significantly different hack 'n' slash adventure than we were used to.

It's proof, then, that there's more than one way to skin a demonic samurai. GM

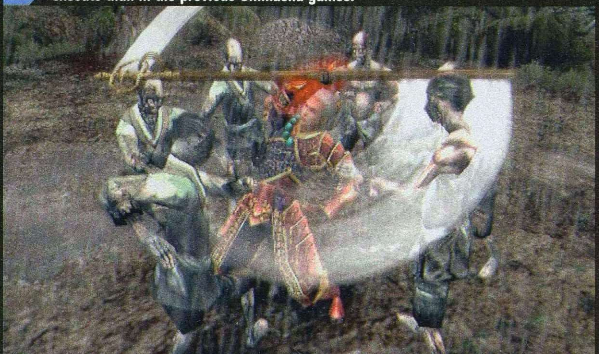
> "THE ONIMUSHA ENVIRONMENTS ARE NOW FULLY 3D - IT'S ALL A BIT MORE DYNASTY WARRIORS"

WE GET OUR FIRST HANDS ON PREVIEW OF THE LATEST ONIMUSHA

In a new twist for *Dawn of Dreams*, each character has a special ability that allows them to access different parts of the levels for the first time.



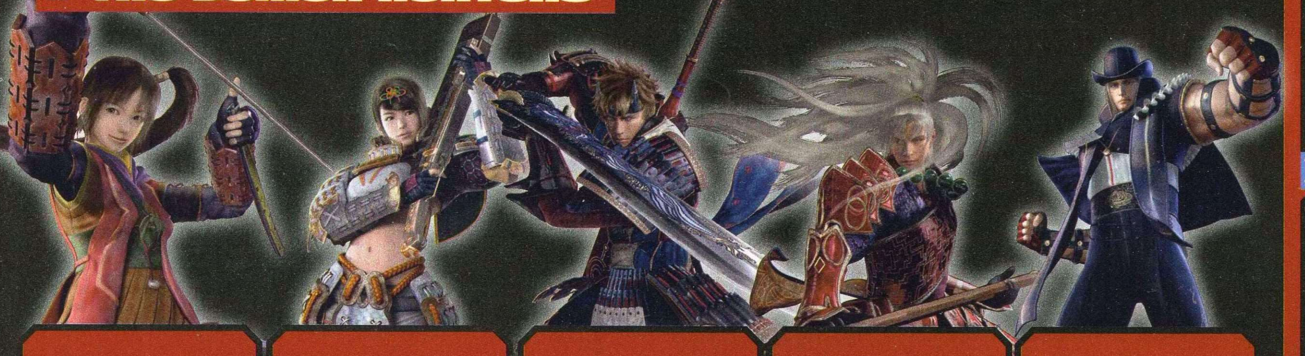
There's now two different types of critical attack which are easier to execute than in the previous *Onimusha* games.



CHERRY PICK

The story of *Onimusha: Dawn of Dreams* takes place five years after the events of the last game. Now in place of the evil Nobunaga is a new leader called Hideyoshi who seemed to far less psychotic, which was a relief. Until, that is, a mysterious planet appeared in the sky which changed everything. Now Hideyoshi is bent on gathering every cherry tree in the land, and nothing seems to be able to stop him.

THE DEMON HUNTERS



JUBEI
She's the granddaughter of Yagyu Jubei, the hero of *Onimusha 2*. She's a ninja, so she fights with speed and precision. She's the first character Soki encounters, too.

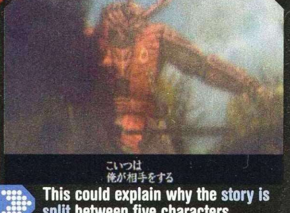
OHATSU
She's the niece of Nobunaga, but she's a goodie. She was taught the fine arts of marksmanship by Magoichi Saiga of *Onimusha 2*. She can climb using a whip like Jean Reno in the last game.

SOKI
He is the main character, and he's most like Samanosuke. This is mainly because he's a Samurai and he uses two swords to attack. Apparently, he fights like an Oni God but we haven't seen him do so yet.

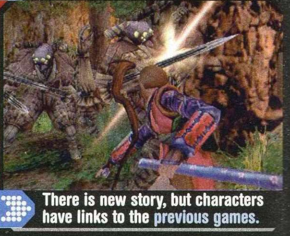
TENKAI
Based on a legendary character in Japanese folklore, he made a brief appearance in *Onimusha 3*. He's a monk and uses the odd magic trick, including a sticker that can turn an opponent briefly into an ally.

ROBERTO
Son of a Spanish missionary father and a Japanese mother, he's the most unique of all the new characters as he doesn't use weapons, just his fists. Also, he seems to wear crotchless chaps.

Dawn of Dreams is supposed to be more action driven than plot driven.



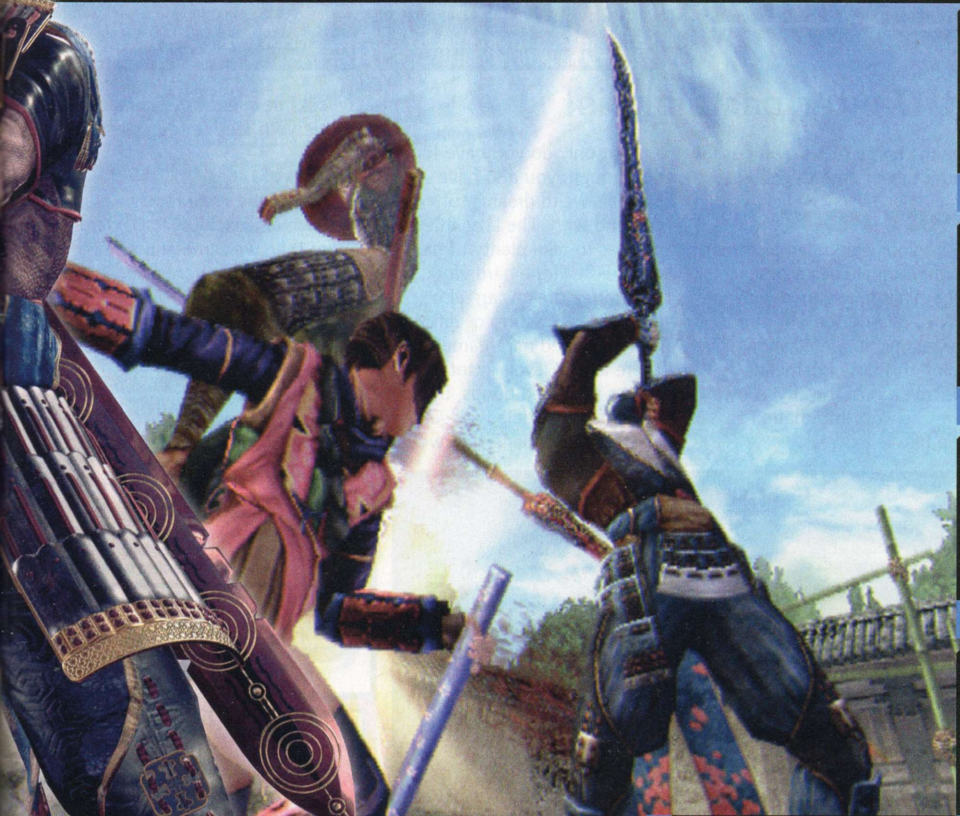
This could explain why the story is split between five characters.



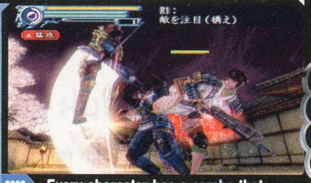
There is new story, but characters have links to the previous games.

THE SWITCHFINDER GENERAL

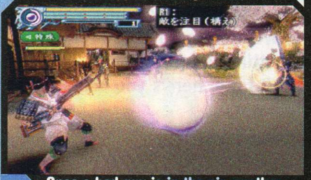
The major introduction to the gameplay is the new Allies system. This allows you to fight with two characters – either by ordering the AI controlled character to back you up, or by performing joint attacks by starting a combo with one character before switching to the other with the L2 button to finish it off. It takes timing but has spectacular results.



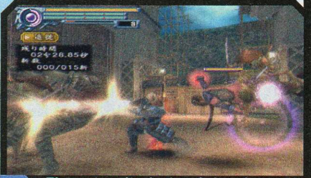
You just get the AI-controlled character to fend for themselves.



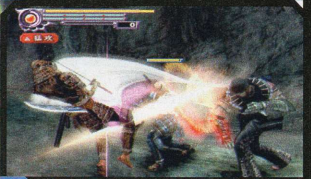
Every character has a combo that launches opponents skywards.



Once a bad guy is in the air, another fighter can come into the equation.



The suggestion is that *Onimusha* could one day became a co-operative game.

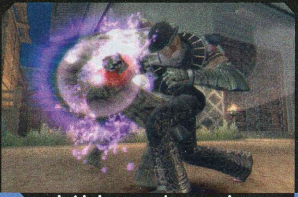


Here's Roberto proving that the fist is just as mighty as the sword.

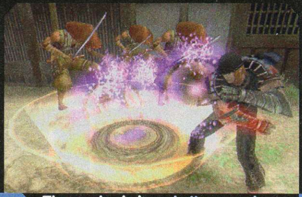
THE ONE AMIGO

Roberto is a curious character, not just because of his saucy crotchless leather chaps but because he turns a samurai slasher into a scrolling beat-'em-up.

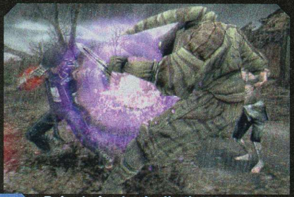
The inclusions of Roberto, we guess, may be to appeal to western gamers…



…but being a purely samurai game hasn't handicapped *Onimusha* before.



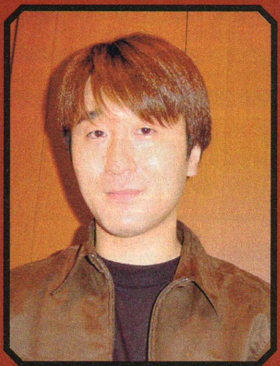
The emphasis is on buttons combos rather than simply timing attacks.



Roberto is physically the strongest character and moves heavy objects.

FOR PETE'S SAKE!

We got to speak to Yoshinori Ono, the producer of *Dawn of Dreams,* who has been charged with the task of maintaining the quality of the *Onimusha* series making significant changes and, hopefully, improvements.



GM Which is your favourite game in the series and how did this influence *Dawn of Dreams?*

Ono: I worked on *Onimusha 1* and *2; 2* was the most memorable in my mind. In *2* you didn't always have choice of which characters you took into battle, so I improved on this for the third game.

GM You mentioned that working on *Shadow of Rome* influenced your approach to *Dawn of Dreams...*

Ono: The 3D camera is one thing, as is swapping between loads of different weapons as well. The game engine was based on the ones used for *Devil May Cry 3* and *Shadow of Rome,* so it will be getting the most out of the PS2.

GM Do you see the series moving on to the PS3?

Ono: We're not too sure. It depends on the sales and how it is received by the gamers. Having said that, when I was designing this game, it was always in mind that it might have to act as a stepping stone to a next-gen console – you always have to think ahead. So using two characters hints at the possibility of maybe co-op play online or exchanging items online.

GM How did you come up with the new characters?

Ono: The characters of Soki, Jubei and Ohatsu were already in my head, as samurais and ninjas are obvious choices, as was the use of a gun. However, Tenkai was difficult as he was a monk and primarily used magic. Eventually we decided that he would use a staff. Roberto was very challenging, as fist fighting isn't usually associated with *Onimusha*. It was interesting trying to incorporate him into the series.

GM How has Roberto been received so far by those who have seen the *Dawn of Dreams?*

Ono: In Japan, most people went for Soki and Tenkai as they are interested in the samurai. In the US, most interest has been shown in Ohatsu – the girl with the gun. They also like Roberto, as he's western character, but we'll have to wait till the code is out to see how well he has been received.

PREVIEWER: Dave

HANDS ON VERDICT

HOW FINISHED?

80%

CONTROLS

⊗ Absorb attack
▢ Attack
△ Special attack
◎ Check
L1 Guard
R1 Lock on
L2 Switch characters
R2 Special attack

WE PLAYED IT AT...

Capcom's London offices and right here in *GM's* home

WHAT WE PLAYED

☑ Story mode
☑ Soki and Jubei characters

HOW DOES IT PLAY?

The 3D environments and now having control of the camera makes a major difference to the feel of the game. The new power-up system, which allows you to choose which attribute you would like to improve, gives it a more an RPG feel as well. We're yet to be convinced.

ANY PROBLEMS?

Lacks the epic feel of the previous games and none of the characters have the brooding appeal of a Yagyu Jubei.

BEST BIT SO FAR

Getting to grips with the Ally System and having control over the type of assistance the second character gives.

VERDICT

5
4
3
2
1

GM LOVES

+ That Capcom have decided to continue with the *Onimusha* series

GM HATES

- We kind of liked the old pre-rendered backgrounds

MOST WANTED METER

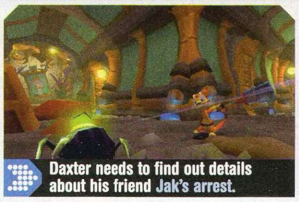
The idea behind *Dawn of Dreams* is to make sense to newcomers while appealing to existing fans. This might fall somewhere in between the two.

CAN'T WAIT?

MOST LIKE: ....Onimusha 3
BIGGEST RIVAL: Dynasty Warriors
OUT SOONER: ....Castlevania: ....Curse of Darkness

- **OUT:** SPRING 06 • **FORMAT:** PSP • **PRICE:** £29.99
- **DEVELOPER:** READY AT DAWN • **PUBLISHER:** SONY • **ONLINE:** NO
- **OTHER FORMATS:** NONE • **WEB:** WWW.JAKANDDAXTER.CO.UK • **PLAYERS:** 1

DAXTER


Daxter needs to find out details about his friend Jak's arrest.

It looks fantastic – the visuals match the first game on the PS2.

Jak's not back but Daxter certainly is!

It must have been tough for poor Daxter at the end of *Jak 2* – what with Jak doing bird in the clink. But if you were wondering what Daxter was getting up during this difficult time, here's you chance to find out.

Yep, Daxter has struck out on his own, and is starring in his own game. So no more occasionally popping his head out of a backpack and making a sarcastic comment. While his guardian Jak is banged up in Haven City jail, Daxter has to survive on his own, and find a way of rescuing his pal. Now he's in charge of his own destiny, and it's even time to get a job.

FACT HUNT

So he finds gainful employment as none other than a pest exterminator, assigned with the task of ridding the city of a mysterious bug infestation. Doing this dirty job means he has free run of the city, allowing him to collect information to help him release Jak.

Not only do you have that to do, though, you also have Daxter's weird dreams to contend with. The lazy little fluff ball has to take plenty of naps to cope with all the hard work, and his strange dreams are also playable in the form of different movie themed mini-games. There are 17 levels in total, and as an added bonus, the game is compatible with *Jak X* on the PS2 – linking the two up unlocks new, exclusive content to get your teeth into.

DREAM ON

As one of the first proper platformers on the PSP, *Daxter* is more than welcome and at this stage it's looking very nice. Due out in spring, we'll have more info for you very soon.

Kath Brice

BUGGING

A mysterious swarm of bugs has taken over the city, and Daxter has taken on a job as a pest exterminator. Looks like it's his job to catch them, then. This isn't as easy as it sounds – those bugs are tough to get near and you'll need to do a lot of climbing around to get them in your net. Thankfully, he's armed with all the gear he needs to swat them down.

Armed with bug-catching gear, Daxter needs to catch the critters.

It's a case of finding out how to reach bugs that hover high up.

Need to know

What is it?

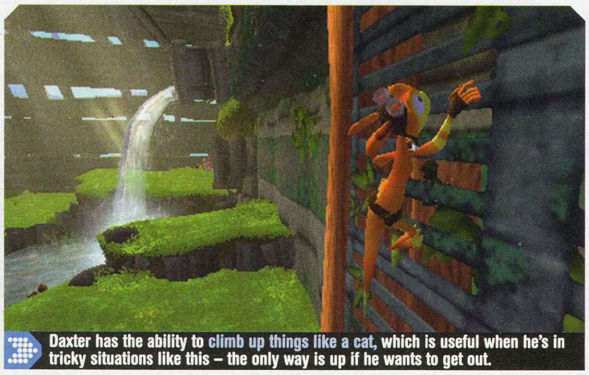
A platformer starring half the Jak and Daxter duo – with Jak in (gulp) jail.

Facts

- **17 levels in total**
- **Play movie-based mini-games of Daxter's dreams**
- **Compatible with *Jak X***

From the people who made...

This is Ready At Dawn's first game.


Daxter has the ability to climb up things like a cat, which is useful when he's in tricky situations like this – the only way is up if he wants to get out.

VERDICT

GM LOVES

+ It ties in with *Jak 2* so you can see what was happening with Daxter while Jak was locked up

GM HATES

- You need to be a proper hardcore *Jak* fan to own both games and unlock all the extras

MOST WANTED METER

One of the PSP's first platformers should be a good one seeing as it's from the *Jak* team. A fun game and mini-games make for a big adventure.

- **OUT:** MARCH • **FORMAT:** XB 360 • **PRICE:** £44.99 • **DEVELOPER:** EA • **PUBLISHER:** EA
- **ONLINE:** MULTI-PLAYER • **OTHER FORMAT:** PS2, XB • **WEB:** WWW.EA.COM • **PLAYERS:** 1-4

BATTLEFIELD 2: MODERN COMBAT

What could be better than smashing humans with a big old tank?

EA put right what once went wrong...

We really enjoyed the Xbox original (we awarded it a very healthy 80% back in GM166) but there were definitely problems with *Battlefield 2: Modern Combat.*

KEEP IT TIDY

While the multi-player was a solid, well balanced effort, capable of sucking a months worth of evenings from you, the single-player, was, well, a bit a less accomplished. It played a nearly completely different game from its online counterpart.

It's here that this 360 update comes in. The same maps, the same weapons and, crucially, the same delicate balance which made it so good has been retained, as has the original multi-player.

Original developers DICE spent a good twelve months getting the feel of it just right – so it would be insane to go messing around with it now. Which leaves the somewhat awkward single-player.

SPAWNEY

This has been given a complete overhaul. The weapons have been completely redone – so shotguns don't do as much damage from 100 yards as from close up – and the enemy AI has been vastly improved, to bring the single-player experience in line with the multi-player.

Even better still, the random enemy spawning from the last version (which made the single-player feel like an endless stream of carnage) has also been given the boot. This gives a better sense of progression in single-player, making it far more rewarding as a result. If it all comes together, *Combat* will end up being the well rounded experience it should have been in the first place.

Geraint Evans

Need to know

What is it?

A multi-player shooter, where you snipe people through the head with guns.

Facts

- **Basically, the same as the previous game – it just looks nicer**
- **All the games 'assets' have been completely rebuilt from scratch**

From the people who made...

Battlefield 2 Modern Combat 80%

LOOKING GOOD

While EA has gone to great pains to keep the balance of the game the same, they've really gone all-out on sprucing the game up. In many respects it looks nicer than the PC's *Battlefield 2*.

There's lots more in the way of particle effects and so forth.

Character models are much better, with some great idle animations.

As with all *Battlefield* games, the main draw is the near constant mixing of gameplay styles – regularly switching from vehicle to vehicle, unit to unit.

VERDICT

GM LOVES

+ The freedom of choice, allowing you to drive any vehicle and control any unit

GM HATES

- The framerate is a bit choppy at the moment

- It's all a bit too familiar

MOST WANTED METER

The recon missions in the last single player were a bit rank – make 'em a bit more exciting please. Oh, and sort out some of the vehicle handling too.

BT
More power to you

Prepare to meet your match online.

Sign up to BT Broadband and get Free Xbox Live Gold membership for 1 Year!*

For the ultimate online gaming experience get BT Broadband and Xbox Live on the Xbox 360.

Raise your game with BT Broadband's stunning speeds and capture the free Xbox Live Gold membership offer when you sign up now!

BT Broadband download speeds up to 2Mb from £17.99** a month including router.

To find out more visit:
www.bt.com/xboxlive
Or call: 0870 607 2777

XBOX LIVE

* Xbox Live offer valid 01/01/06 to 30/09/06 with activation before 31/10/06. The Xbox Live membership code to be redeemed by 30/11/06. The offer is Free 12-month Xbox Live Gold membership on Xbox 360. New Broadband customers must sign up to BT Broadband via www.bt.com/xboxlive to be eligible. BT reserves the right to amend or withdraw this offer at anytime. Terms & conditions apply.

** With Direct Debit otherwise add £1 more. If your line won't support up to 2MB we'll offer the best speed available on your line. Subject to availability and survey. BT Line or similar non-cable line required. Non-wireless router free online/£25 with telephone orders. BT Broadband options 1 and 2. Minimum computer specification applies. 12 month minimum term applies. Usage guidelines apply. BT Terms apply.

What do you want for a tenner?
Yeah! Right!

MAD and PC Gamer Presents are two ranges from Mastertronic, the leading value software publisher.

All *MAD* titles have sold over 100,000 units and all *PC Gamer Presents* titles have scored over 80% with *PC Gamer*, so you know you're getting **games you can trust.**

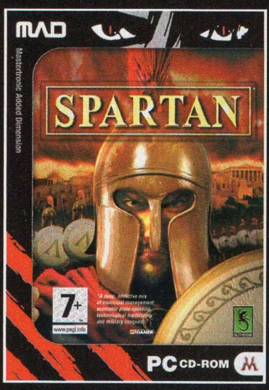
Dozens more are available online and in stores now, so why not pimp your hard drive by checking out our website at **www.mastertronic.com.**

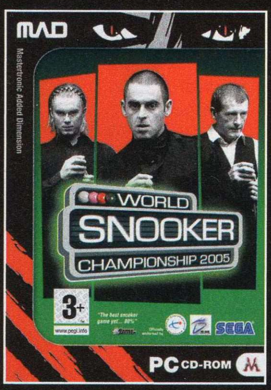
£9.99

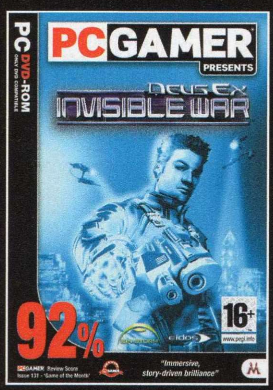
REAL VALUE

GREAT GAMES

MAD
Hitman Contracts
16+
PC CD-ROM


MAD
SPARTAN
7+
PC CD-ROM


MAD
WORLD SNOOKER CHAMPIONSHIP 2005
3+
SEGA
PC CD-ROM


PC GAMER PRESENTS
PC DVD-ROM
Deus Ex Invisible War
92%
16+
"Immersive, story-driven brilliance"

PC GAMER PRESENTS
PC CD-ROM
RollerCoaster Tycoon 2
84%
3+
ATARI
"A superb game... the level of detail is mind-blowing"

Part of the Mastertronic Group

MAD

PC GAMER PRESENTS

mastertronic

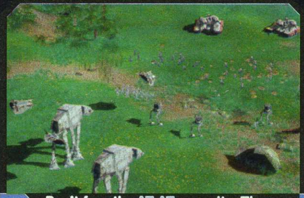
www.mastertronic.com

- **OUT:** FEBRUARY • **FORMAT:** PC • **PRICE:** £29.99
- **DEVELOPER:** PETROGLYPH • **PUBLISHER:** LUACSARTS/ACTIVISION
- **ONLINE:** MULTI-PLAYER • **OTHER FORMATS:** NONE • **WEB:** WWW.EMPIREATWAR.COM • **PLAYERS:** 1-8

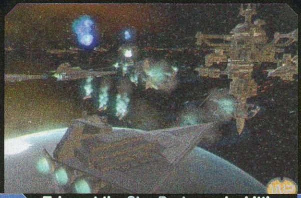
PC

LAND GRAB

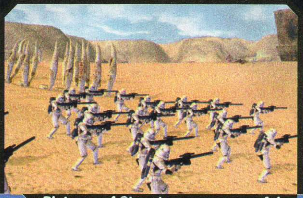
We get teary-eyed with nostalgia at the thought of our old *Star Wars* toys. Like our favourite, the AT-AT: it cost a million pounds but we made our day buying it...



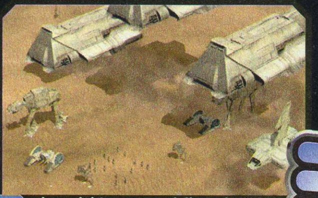
Don't fear the **AT-AT** assaults. They can be brought down with trip-wires.



Take out the **Star Destroyer** by hitting the shield generators.



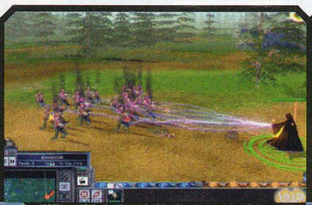
Platoons of **Stormtroopers** are useful in your first attack wave.



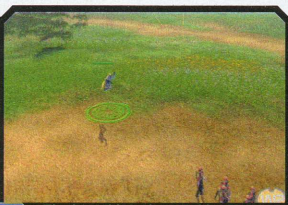
Imperial troops are delivered via these grand **Barges**.

NEED A HERO?

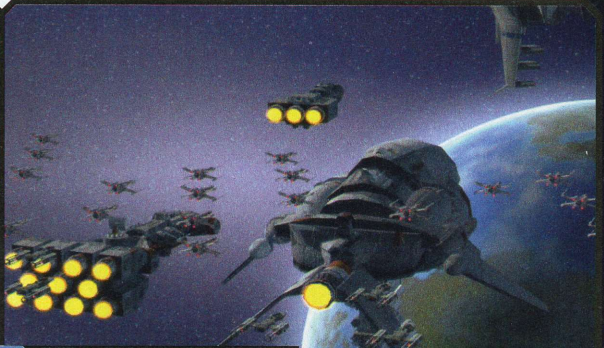
Controlling the stars of *Star Wars* is undeniably cool. They each have a special move that can turn the tide of combat. Darth Vader can unleash a shower of lightening from his fingertips. Boba Fett is a useful assassin. He can nip in and out of combat thanks to his jetpack.



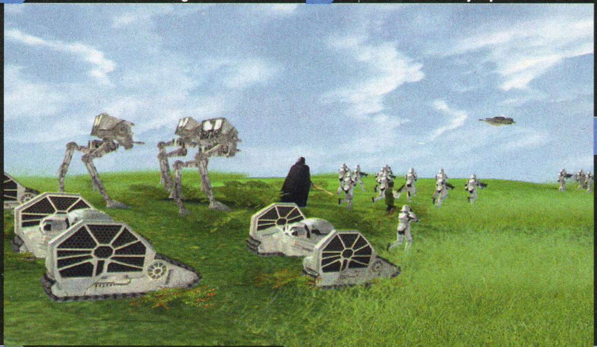
Why didn't **Darth Vader** come with electric hands? For ages 5 and above.



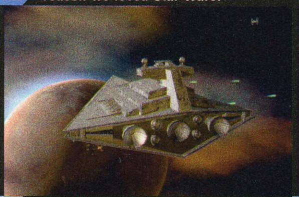
The best thing about **Bobba Fett** was his hilarious jet-pack.



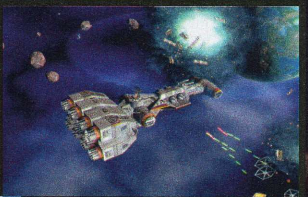
X-Wing squadrons were the real reason we loved Star Wars.



This is the first time we've seen these **TIE tanks** and they look ace.



Only the rich kid down the road could afford that **Star Destroyer**.



The **Blockade Runner** was a bit naff compared to the Millennium Falcon.

STAR WARS: EMPIRE AT WAR

It's an all out AT-AT attack...

You hear that? Those deep brass chords, that stomping Imperial March? That's the sound of fun, incoming.

It's the noise of the Death Star, powering up its main cannon. It's the noise of 10 Star Destroyers, bringing their cannons to bear on stranded Mon Calamari cruisers. It's the sound of a hundred AT-AT's, stomping on those cuddly Ewoks. It's the sound of WAR, *Star Wars* style.

SOLDIER ON

Empire at War is a gaming fantasy. It's the equivalent of playing with your toy soldiers. But rather than having to make vague space noises by whistling through your nose, and imagine the space lasers flying between TIE Fighters and X-Wing, it's right there in front of you.

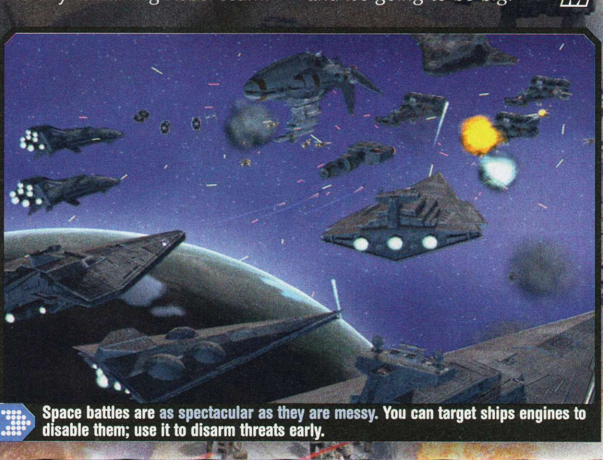
The idea is simple: you choose between the Rebel Alliance, and the Imperial Army, and battle for control of the galaxy. You'll take a fleet of space cruisers, and invade every hospitable planet you can see. First, you obliterate their defences from orbit – with wheeling space battles in which you control squadrons of fighters and capital ships.

Then to the ground, where you'll order your AT-AT's and Stormtroopers to crash headlong into any remaining Rebel scum.

Leading your charge will be hero units, Darth Vader, Obi Wan Kenobi and friends, each able to devastate enemy front lines with special moves and the force. Best of all: you can build your own Death Star.

SPACE DUST

Keep your ear to the ground, Alderaan. A war is coming, and it's going to be big. GM



Space battles are **as spectacular as they are messy**. You can target ships engines to disable them; use it to disarm threats early.

Need to know

What is it?

Real Time Strategy in a *Star Wars* coat.

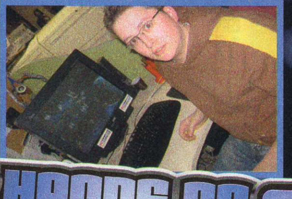
Facts

- Order starships and squadrons of fighters in space
- Invade Hoth, Tatooine and all the other planets from *Star Wars* films

From the people who made...

Star Wars: Battlefront 82%

PREVIEWER: Tim



HANDS ON VERDICT

STAR WARS: EMPIRE AT WAR

HOW FINISHED? 85%

CONTROLS

Left mouse button - Select
Right mouse button - Order
Ctrl-Click - Select more than one unit
Drag-click - Band-box select
Mouse-wheel - Zoom in and out

WE PLAYED IT AT...

In our house, late at night, and the *Star Wars* music woke the neighbours. Result.

WHAT WE PLAYED

- ☑ We fought some X-Wings
- ☑ A Darth-led attack
- ☑ We brought down the shields of a Rebel base

HOW DOES IT PLAY?

It's slower than we were expecting. The space battles feel truly epic, as the various fighters and battleships wheel into position majestically. On land, the hero units dominate – Darth can walk up to a tank and quickly whittle down its health.

ANY PROBLEMS?

The interface for selecting your hero unit powers is a little bit fiddly. As is selecting sub-systems for your fighters to take out.

BEST BIT SO FAR

When the Death Star is approaching and you're told "You may fire when ready".

GM VERDICT

THE MASTER OF GAMES SINCE 1989

5 4 3 2 1

GM LOVES

+ The chance to shape a new *Star Wars* story

GM HATES

- Why does every *Star Wars* game have to include a rocket launcher?

MOST WANTED METER

This is faster, and more fun than we were expecting. *Star Wars* fans should be camped out ready; everyone else, maintain high expectations.

CAN'T WAIT?

MOST LIKE: ....C&C: Generals
BIGGEST RIVAL: ....Rise of ....Nations: Rise of Legends

PREVIEW ROUND UP

KEY OF HEAVEN

Kath Brice

PSP
- **OUT:** MARCH
- **PRICE:** £29.99
- **DEVELOPER:** CLIMAX
- **PUBLISHER:** SONY

WHAT IS IT?

The first RPG for the PSP, this is Japanese developed and mixes all the usual RPG elements with a nice, easy battling system. You play as a young warrior called Shinbu who one day saves a girl and ends up helping her to recover a divine sword that's been stolen from her clan.

THE FACTS

- Adapt your own martial arts fighting style with 150 different skills
- Downloadable content will include new shields, swords and skills
- Link up with another player in Ad-Hoc Mode and show off the skills you've collected in a swordfight

WHAT'S IT LIKE?

It's an in-depth RPG with hundreds of skills to collect, NPCs to interact with and masses of locations to visit, but also pretty accessible to everyone thanks to the simple controls. Combat is pulled off with just one button, meaning it's a bit of a button-basher. The camera's a bit tricky to manoeuvre, the story's clichéd, but this could still be the handheld game RPG fans have been waiting for.

BEST BIT SO FAR

Fighting a friend in Ad-Hoc mode is cool – build up your skills then unleash them in a swordfight to the death.

There are monsters to fight around every corner.

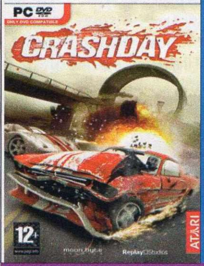
MOST WANTED METER

The PSP could do with a few games apart from driving/shooting offerings. *Key Of Heaven* should do the trick for RPG fans, although the camera system and one-button real-time battling might not be up to scratch.

CRASHDAY

Kath Brice

PC
- **OUT:** FEB
- **PRICE:** £29.99
- **DEVELOPER:** MOON BYTE STUDIOS
- **PUBLISHER:** ATARI



WHAT IS IT?

A cross between all of the craziest driving and destruction derby games you can think of, *Crashday's* got a bit of *Burnout*, a bit of *Flatout* and a bit of *Carmageddon*. It features loads of different types of modes such as Stunt Show and Pass the Bomb.

THE FACTS

- Features a total of 12 vehicles
- A track editor lets you design your own courses to race around and pull off stunts in
- As well as Career mode, there are several mini-games and even the option to pull out missiles and mines to use against other racers

WHAT'S IT LIKE?

It's not the prettiest driving game on the PC but some of the modes are a lot of fun. In Stunt Show mode your goal is to complete the biggest jumps and show off massive crashes. The destruction derby type games feature weapons, where the last one still juddering around the track on three wheels wins. Checkpoint Race is an addictive race around the clock. It's unadulterated fun.

BEST BIT SO FAR

Pass The Bomb should be fun online – you have to smash into someone else to pass on the bomb before it explodes.

Every mode is full of explosions and crashes.

MOST WANTED METER

Loads of fun and addictive modes and tons of flying metal – just what we like. Forget pimping fast cars and racing perfect races – you build these cars just to smash them up. *Crashday* is shaping up to be lots of fun.

SPELLFORCE 2

Kath Brice

PC
- **OUT:** APRIL
- **PRICE:** £29.99
- **DEVELOPER:** PHENOMIC
- **PUBLISHER:** JOWOOD

WHAT IS IT?

A game that combines RPG and real-time strategy elements, *Spellforce 2* has you building up armies of troops and gathering resources, then changing from an isometric view to on-the-ground third-person view to interact with other characters and fight battles.

THE FACTS

- Lead one of three factions – The Realm, The Clan or The Pact. Each have 12 unique types of unit
- Over 30 multi-player maps where you can play skirmish or co-op against AI monsters
- There's up to 100 upgradeable troops at any time

WHAT'S IT LIKE?

As well as building up resources, you can zoom into a third-person view and follow the story of one of five heroes. As those heroes, you take on quests, level up your character and build up your loot. It looks very impressive with long draw distances and nice special effects. It looks set to be a massive game, too, with lots to explore and 50+ hours of play in the single-player campaign.

BEST BIT SO FAR

Building up your troops then battling against the various monsters in the game – prepare for plenty of bloodshed.

Make mayhem at the market if you like.

MOST WANTED METER

It's looking very nice and blends the two types of gameplay well. It also freshens up the RPG genre to no end with the options to manage resources and pit them against other players online. Promising stuff.

BLAZING ANGELS: SQUADRONS OF WW2

Kath Brice

XBOX 360
- **OUT:** MARCH
- **PRICE:** £39.99/£49.99
- **DEVELOPER:** UBISOFT
- **PUBLISHER:** UBISOFT

BLAZING ANGELS
SQUADRONS OF WWII

WHAT IS IT?

A flight game that takes in all the great WW2 airborne battles, *Blazing Angels* lets you fly 40 authentic planes. While it's realistic to look at, actually flying the planes is more arcadey. The main mission mode has you playing as a novice World War 2 pilot.

THE FACTS

- Realistic battle damage means you'll see the effect of every bullet that hits your plane. Building and terrain can be damaged too
- 10 unique co-op missions as well as dogfights can be played online
- 40 authentic WW2 planes can be unlocked

WHAT'S IT LIKE?

It's thrilling to play and, on the 360 in particular, it looks stunning with dives and twists leaving you feeling properly sick. The squad-based combat means you can command your fellow wingmen, each has their own specific skills. You can fly over London and Germany and take part in historic battles, gunning down enemy aircraft with a mixture of guns and bombs.

BEST BIT SO FAR

When you first take to the skies and pull of a gut-wrenching 360 then plunge down low over the cities.

Flying low over London is quite an experience.

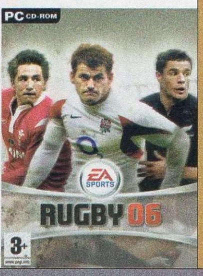
MOST WANTED METER

It's going to be the first flight game for the 360 and should be one that sets a benchmark for subsequent ones. Comprehensive online play means there's more than enough to keep you gunning for it.

RUGBY 2006

Rob Taylor

PS2 XBOX PC
- **OUT:** FEBRUARY
- **PRICE:** £39.99/£29.99
- **DEVELOPER:** EA
- **PUBLISHER:** EA



WHAT IS IT?

The balance of power has shifted. The Southern Hemisphere is back on top, and even Wales are better than England nowadays. So what better way to redress the balance than by picking up the latest instalment in EA's excellent rugby sim?

THE FACTS

- Compete in a host of the World's most prestigious rugby competitions including the Six Nations, Lions Tour, Tri Nations and the Super 14s.
- New moves like off-load passes, and quick penalties that encourage attacking, momentum-driven rugby

WHAT'S IT LIKE?

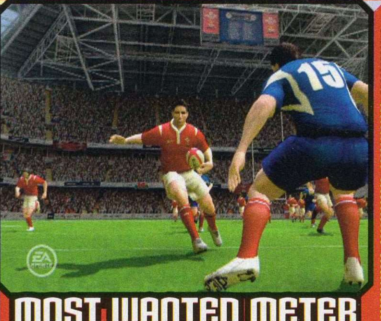
Visually, it's on another planet compared to last year's offering. Awesome stadium effects, plus the camera seems a little further out to encompass all 30 players.

We're not so struck on the over-powered new Impact Players – they seem to detract from the authenticity. Still, this is unquestionably shaping up to be the premier rugger game.

BEST BIT SO FAR

Tonking the arrogant Aussies is great, while the overhauled big hits make for some hard-hitting action.

Gavin 'pretty boy' Henson dazzles the Cardiff crowd.



MOST WANTED METER

While we're all looking forward to this summer's footy World Cup, all of *GamesMaster's* attention is focused on the Six Nations at the mo. This means *Pro Evo Soccer* is out and Rugby 2006 is in. For the mo...

TWO JOES ARE BETTER THAN ONE!
VIEWTIFUL JOE™
RED HOT RUMBLE
NINTENDO GAMECUBE
VIEWTIFUL JOE RED HOT RUMBLE
10TH MARCH
NINTENDO DS
VIEWTIFUL JOE Double Trouble!
VIEWTIFUL JOE™
Double Trouble!™
24TH FEBRUARY
12+
www.pegi.info
NINTENDO DS
NINTENDO GAMECUBE
Developed by
CLOVER STUDIO
CAPCOM®

FOR THE NINTENDO GAMECUBE™

Captain Blue is casting for the lead in his new action movie and the competition is Red Hot!

- *Electrifying Single and Multiplayer Action!*
- *Score points by skillfully using VFX Powers!*
- *Intense Head-to-Head Fighting!*

"...this one's a winner." –IGN

When a mysterious crime syndicate descends on the set of Captain Blue's newest movie and makes off with the film, Joe rushes to the rescue.

- *Zoom in on the action to solve mind-bending puzzles!*
- *Split the lower screen to move objects and overcome obstacles!*

FOR THE NINTENDO DS™

www.capcom.com/vj

© CAPCOM CO., LTD. 2006 ALL RIGHTS RESERVED. Developed by CloverStudio Co., Ltd.

MOBILE GAMES

F365 MANAGER
210562

POOL CHALLENGE
210246

210580

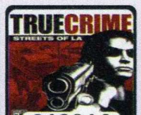
Affinity Patience
210324

210333

Mobile Pet II
210351

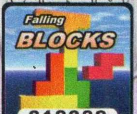
210547

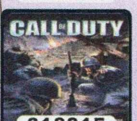
Connect Four
210339


TRUE CRIME STREETS OF LA
210314

CRICKET WORLD CHAMPIONSHIP
210318

DRIVER: Vegas
210579

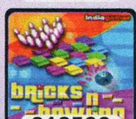

Falling BLOCKS
210368


CALL OF DUTY
210315

210201

210200

Coca-Cola SOCCER
210545


bricks n bowling
210566

210574

TYPHON GOLF CLUB
210530

Partymob.com FRUIT MACHINE
210366

Pirate Darts
210179

210459

Football365 Fanatic
210552

210569

Amazing Racing
210453

210182

210341

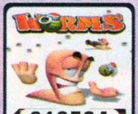
Wizard Pinball
210172

210423

210197

Steve Davis SNOOKER
210297

Evel Knievel Evelution
210342



210534

HOTTEST TONES

THIS WEEKS HOTTEST TONES! HEAR THE LATEST RINGTONE LISTINGS 0871 222 5323 UK NAT. RATE

SONG TITLE	REAL	MONO	POLY
MY HUMPS	177130	117130	127130
HUNG UP	177010	117010	127010
STICK WIT YOU	177152	117152	127152
BEEP		117173	127173
KIDS WITH GUNS		117061	127061
ADVERTISING SPACE	177217	117217	127217
TALK	177179	117179	127179
HOW YOU SEE THE WORLD		117283	127283
WHEN YOU TELL ME...	177245	117245	127245
ALL TIME LOVE	177251	117251	127251
WHEN I'M GONE	177222	117222	127222
HEARD EM SAY	177226	117226	127226
JCB SONG		117235	127235
SUN GOES DOWN		117253	127253
I'LL BE READY	177262	117262	127262

SONG TITLE	REAL	MONO	POLY
THAT'S MY GOAL		117268	127268
ANGEL		117301	127301
HUSTLERS AMBITION		117328	127328
SAY SAY SAY		117334	127334
NASTY GIRL		117337	127337
EDDIES SONG		117343	127343
BE WITHOUT YOU	177350	117350	127350
DANCING	177356	117356	127356
CHICO TIME		117357	127357
BREAK THE NIGHT	177362	117362	127362
GHOSTS		117363	127363
HELL YES		117389	127389
WALK AWAY		117395	127395
SORRY		117398	127398
ULTRAVIOLET	177220	117220	127220

RINGTONES

CHART	REAL	MONO	POLY
PUSH THE BUTTON	176691	116691	126691
YOU RAISE ME UP	177022	117022	127022
DON'T CHA	176538	116538	126538
YOU'RE BEAUTIFUL	176283	116283	126283
THESE HAZEL EYES	175408	115408	125408
DARE	176468	116468	126468
BOOTS ARE MADE FOR	176492	116492	126492
FIX YOU	176615	116615	126615
PHOTOGRAPH	176791	116791	126791

NU METAL	REAL	MONO	POLY
JESUS OF SUBURBIA	177009	117009	127009
HOLIDAY	175494	115494	125494
TAINTED LOVE	171888	111888	121888
GUILTY		114347	124347
PERSONAL JESUS	174799	114799	124799
I JUST WANT TO LIVE		115241	125241

FOOTBALL	REAL	MONO	POLY
Z CARS	174731	114731	124731
VIVA EL FULHAM		114740	124740
MY FAVOURITE GAME		114743	124743
MY OLD MAN SAID...		114828	124828
KEEP RIGHT ON		114959	124959
HARK NOW HEAR THE GEORDIES		115065	125065
RADIO 5 SPORTS REPORT		115112	125112

Talking Tones

Have your calls answered with a famous catchphase!

AM I BOVVERED?	221212
PETER KAY - WHO'S CALLING	221210
HOMER SIMPSON	221143
LOU AND ANDY	221166
ANDY MILLMAN	221211
GRAN	221213
ALIEN - TALKING RINGTONE	221126

Celebrity sound effects are performed by impersonators. SFX products are unoffical & not related to the celebrities.

HIP HOP	REAL	MONO	POLY
GOLD DIGGER	176593	116593	126593
PON DE REPLAY	176539	116539	126539
LONELY	176024	116024	126024
WINDOW SHOPPER	177024	117024	127024
CANDY SHOP	175499	115499	125499
GANGSTA'S PARADISE	171128	111128	121128
ASS LIKE THAT	176139	116139	126139
DON'T LIE	176240	116240	126240
GHETTO GOSPEL	176256	116256	126256
CAN I HAVE IT LIKE...	176882	116882	126882

R & B	REAL	MONO	POLY
LET ME LOVE YOU	175335	115335	125335
MY BOO	174730	114730	124730
BURN IT UP		117081	127081
LOCKED UP		114747	124747
I DON'T WANT YOU	173519	113519	123519
SAY MY NAME	171113	111113	121113
MY NECK MY BACK	172416	112416	122416
SURVIVOR	171242	111242	121242
YEAH	173546	113546	123546

THEMES	REAL	MONO	POLY
PINK PANTHER	171133	111133	121133
GOOD, BAD & UGLY	171181	111181	121181
THE A TEAM	171115	111115	121115
JAMES BOND	171119	111119	121119
MISSION IMPOSSIBLE	171121	111121	121121
KNIGHT RIDER		111127	121127
ROCKY		111141	121141
EXORCIST		111871	121871
SOUTH PARK		111144	121144
DIRTY DANCING	171249	111249	121249
THE SIMPSONS	171132	111132	121132
LORD OF THE RINGS		116286	126286
AUSTIN POWERS		111255	121255
AIRWOLF		111868	121868
FOOLS & HORSES	171369	111369	121369
THEME		116962	126962
SUMMER LOVIN	171159	111159	121159
JACQUES YOUR BODY	175641	115641	125641
BRAVEHEART	173090	113090	123090
FRIENDS	171152	111152	121152
BENNY HILL		111139	121139

COLOUR WALLPAPERS

Brighten up your mobile!

250666

PARENTAL ADVISORY EXPLICIT CONTENT
250826

NO TRESPASSING VIOLATORS WILL BE SHOT SURVIVORS WILL BE SHOT AGAIN
250873

AM I BOVVERED THOUGH?
250844

STICKS & STONES May break my bones, but whips & chains excite me!
250821

250665

1977 1978 1981 1984 2005
254751

I'M NOT A COMPLETE IDIOT, PARTS ARE MISSING
250917

NEED A NEW ~~I love my~~ Girlfriend
250877

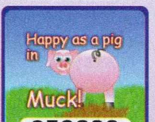
MANCHESTER UNITED
254646

250668

DIAMOND GEEZER
250869

665 I Live Next Door To The Devil
250876

BACK OF THE NET!
250903

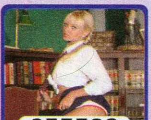

Happy as a pig in Muck!
250839

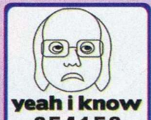
255479

255470

255278

255506


255526



254153

OH MAN, YOU GUYS SUCK!
255353

255249

255322

255318

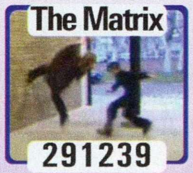
COMEDY MOMENTS

CAPTURED ON VIDEO

Trick

291242

The Matrix


291239

Southpark

291258

Dino Fart

291235

Win a PSP!

To get your hands on this years hottest gadget, answer this simple question!

World cup 2006 is being held in which European country?

A. Italy
B. Austria
C. Germany

Send: FPSP + ANSWER to 87010 (UK) or 57857 (IR) eg: FPSP

CALL: 09064 069925 (UK) 1580 116 558 (IR) euro 2.40 per min

SMS: Send FGAME + NUMBER + MAKE to 87010 (UK) or 57857 (IR 2 euro per sms) eg: FGAME 125111 NOKIA

FANZ

Before you order Call: 0871 983 8093 (UK) or 1850 719310 (IRE call save) or visit *www.fanz.co.uk* for help and compatibility.

Calls cost £1.50/Euro 2.40 per min to a maximum of £3/Euro 5. Mobile charges vary. SMS charges: £3/Euro 4. You will also incur your normal SMS and WAP charges. PSP Competition open to UK and Ireland residents only. Cost £3/Euro 4. Winner will be the first correct entry to be drawn. Closing date: 28/02/06. You will require a WAP enabled handset. You may be contacted by us with offers. FANZ PO Box 28, Northampton, NN1 5DS. After Sales: Visit www.fanz.co.uk or call 0871 983 8093(UK). 1850 719310 (IR)

Shark Hunt Copyright 2002 Sorrent Inc. All Rights Reserved. Sorrent and the Sorrent logo are trademarks of Sorrent in all countries. The HASBRO name and logo and CONNECT FOUR are trademarks of Hasbro and are used with permission. (c) 2004 Hasbro. All Rights Reserved. True Crime®: Streets of LA™ © 2004 Activision, Inc. Activision & True Crime are registered trademarks & Streets of LA is a trademark of Activision, Inc. All rights reserved. Call of Duty TM & © 2003 Activision, Inc. and its affiliates. Activision is a registered trademark and Call of Duty is a trademark of Activision, Inc. and its affiliates. All rights reserved. All other trademarks and trade names are the properties of their respective owners. DRIVER™: VEGAS © 2005 Atari, Inc. All rights reserved. GLU MOBILE, GLU, and the 'g' character logo are trademarks of Glu Mobile. All other trademarks are the property of their respective owners. COCA-COLA (R) and COKE (R) Brand mobile games are produced for The Coca-Cola Company, owner of the trademarks COCA-COLA, COKE the design of the Contour bottle and the red Disc icon by Blue Sphere Games. (C) The Coca-Cola Company. All rights reserved. Copyright (C) 2004-2005 Bytelabs Interactive. All Rights Reserved. Copyright © 2004 iomo ltd. Developed by IOMO. Co-published by IOMO and Player One. Steve Davis name and images are used under licence from Matchroom Sport. Worms (c) 2004 Team17 Software. Worms and Team17Software are registered or trademarks of Team17 Software Limited. Original Concept Andy Davidson. Published by THQ Wireless S.a.r.l. THQ Wireless S.a.r.l. and its logo are trademarks of THQ Wireless Inc. All rights reserved. All other trademarks, logos, and copyrights are property of their respective owners. THQ, THQ Wireless, Madtap and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved.

WE L♥VE GAMES

Welcome to the bit of *GM* that's stuffed with your mail, game ideas, unreasonable demands – anything that shows how much we♥games. With a capital ♥!

EMAIL US: gamesmaster@futurenet.co.uk, subject heading GMail.
WRITE TO US: GMail, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.
TEXT US: Send GMAIL then your message to 84070. But keep it short!

Mad? Bad? Sad? See how each letter writer's feeling at a glance!
Happy | Mad | Unhappy | Angry | Surprised | Normal

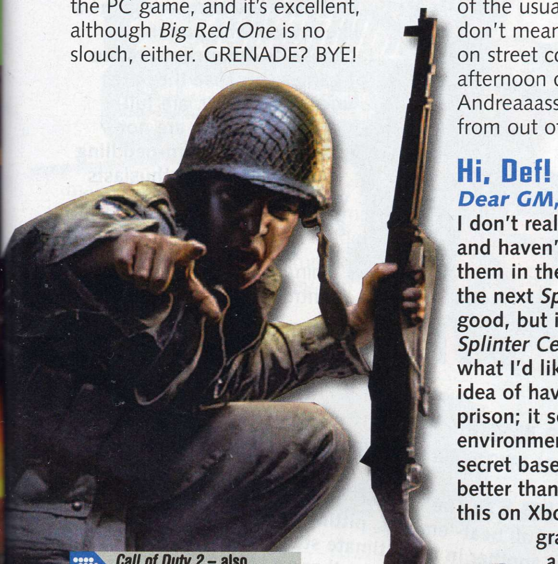
That Big Red One

GM,

Is *Call of Duty 2* on Xbox 360 the same as the one just released on PS2?

Sam Austin, Malvern

Nope. The PS2/Xbox version – known as *Call of Duty 2: The Big Red One* – is a different game to that on Xbox 360, although they're both about WW2 and shooting and shouting and stuff. *COD2* on Xbox 360 is a conversion of the PC game, and it's excellent, although *Big Red One* is no slouch, either. GRENADE? BYE!



Call of Duty 2 – also available in red. And big.

Splinter Sell

Hi GM,

I saw *Splinter Cell Chaos Theory* in GAME, Blackpool for £4.97! BARGAIN!!

Charlie Roberts, email

That's nothing. We saw the original *Splinter Cell* in a local game shop for just 99p! Any other readers spotted a bargain so unbelievably bargainous that your jaw kissed the floor? Let us know, courtesy of the usual address. And, no, we don't mean that shady guy who stands on street corners on Saturday afternoon offering 'GTA: San Andreaaassss! Three fer a paaaahndd!' from out of a tattered carrier bag.

Hi, Def!

Dear GM,

I don't really like *Splinter Cell* games and haven't been that impressed by them in the past. I read the preview of the next *Splinter Cell* and it sounds good, but in my experience the *Splinter Cell* games haven't quite done what I'd like them to do. But I like the idea of having to be stealthy around a prison; it seems like a more natural environment than breaking into a secret base. And, of course, it looks better than ever – I'll probably get this on Xbox 360 to get the top graphics. I'm saving up for a HDTV, too.

David Price, Hartlepool

FANSITE OF THE MONTH

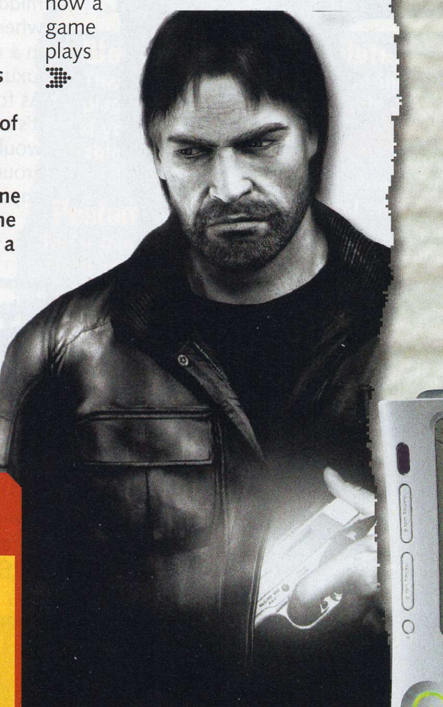
www.xbox360achievements.com

Love the 360's Achievements system, where you're given 'gamerpoints' in return for doing well in the games you play? You're not the only one. We expect to see Achievement Fatigue Syndrome soon become a recognised medical condition, as gamers flog themselves in order to grab the most elusive Achievements. Until then, though, you can get involved in a community dedicated to them, at the site above. It's still in its early stages, but could well blossom into a thriving club of competitive veterans and burned-out husks.

Nominated by Andrew Middlemarch, Sussex

P.S. You said that *Final Fantasy: Dirge of Cerebus* is for PS2 - are you sure? I've heard it was for PSP.

We're a little bit worried about how you see a prison as a 'natural' environment, but we get your point. Did you ever play *Chaos Theory?* That was the best *Splinter Cell* bar none. HDTV is gorgeous, but expensive, and rarely changes how a game plays



WIN!

If you're the Star Letter writer, you'll win the game of your choice on any format, courtesy of our mates at Britain's top games store – GAME. Get scribbling and you could be a winner!
gamesmaster@futurenet.co.uk

GAME
www.game.uk.com

STAR LETTER!

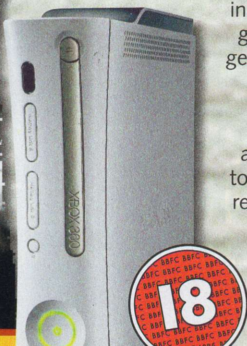
In-Cert Credit

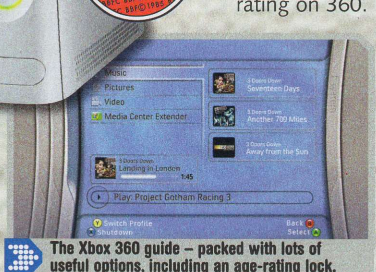
Dear GM,

I heard recently that Xbox 360 games are going to have a certification digitally encoded onto the disc so that parents and the like would be able to type a child's age into the machine, therefore preventing the console running games considered to be unsuitable for kids that age. It's good news for parents, sure, but a real downer for kids who aren't satisfied playing the latest Disney film tie-in game. While I would normally be against this censorship, I actually like this feature due to the way it puts the responsibility back onto the parents instead of developers and game shops. Perhaps now developers can start to make more mature and adult-themed games without the fear of a media backlash.

Craig Goodfellow, Staffs

Well, it's good to hear that you understand just why Microsoft has done this. Now red-faced parents have far less grounds for kicking up a stink when their little angel sets fire to the dog and they decide to blame *Super Heroin Obesity Terrorism Mania 4* or whatever. The people who criticise the games industry for allowing grown-up games to get into the hands of underage players now have far less ammunition, although it's still up to Microsoft and the retailers out there to inform parents about the option to lock-out games above a certain age rating on 360.




Music
Pictures
Video
Media Center Extender
3 Doors Down Seventeen Days
3 Doors Down Another 700 Miles
3 Doors Down Away from the Sun
3 Doors Down Landing in London 1:45
Play: Project Gotham Racing 3
Switch Profile
Shutdown
Back
Select

The Xbox 360 guide – packed with lots of useful options, including an age-rating lock.

SPAM
Hormel

Gmail Filter

Picking out the special kids from the *GM* mail bag and putting them on their own bus

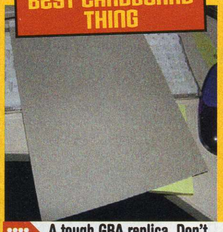
BEST USE OF PUNSMITHERY	'Grand Theft Autobots'
LONGEST EMAIL	1,622 words long
DIZZIEST OPENING LINE	"Dear PSM2..." Karl Davies, email
BEST EMAIL TYPO	Assault Trifle (Assault Rifle!), Ted Jones, email
LEAST CONVINCING THREAT	"If you don't print my letter, I'll take my dog for a walk." Grundy, email

BEST SIGNATURE

Thanx!
Love from
Caz King
Cahir,
Co. Tipperary
Ireland

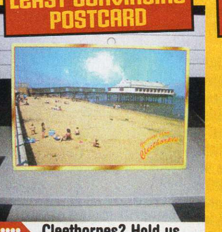
Just lovely, from a suitably lovely Caz.

BEST CARDBOARD THING



A tough GBA replica. Don't give Ninty ideas...

LEAST CONVINCING POSTCARD

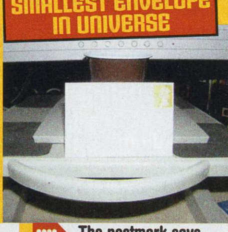


Cleethorpes? Hold us back, wild horses.

MOST EXCELLENT REGAL POSTCARD

Big enough to make a scary life-sized mask.

SMALLEST ENVELOPE IN UNIVERSE



The postmark says 'Liliput'. Honest.

WE LOVE GAMES

The bit of GM that's stuffed to bursting point with your mail

WE REALLY LOVE GAMES

Chatting with the people who've taken it all too far...

THIS MONTH: AN ANONYMOUS PRANKSTER TURNS AN AMERICAN CAMPUS INTO A MARIO-THEMED WONDERLAND...

Normally, we'd bring you a short interview with some obsessive superfan who have taken their hobby beyond the realms of the healthy, but this month we've got a stunt to report where the person responsible remains mysterious.

And understandably, so: late one night, at the Massachusetts Institute of Technology in America, a whole portion of MIT's grounds were infected by a brilliant Mario 'hack'. Corridors and wings of buildings were draped, bedecked and covered with natty handmade *Mario*-themed props – from green teleport pipes stuck to the wall to a computer being made to run *Super Mario Bros 3*, complete with a printout of 'How To Play' game instructions. And, awesomely, whoever was responsible even went as far as piping some *Mario* music into a lobby.

The whole shebang appeared quite suddenly overnight and, thankfully, was captured in a series of pics from lovely MIT lady Laura Wilkinson, before the *Mario* trinkets were taken down. Cheers, Laura! If you ever meet the person responsible, would you give them a massive hug from us, and whisper something in their ears about Zelda?

REALLY LOVE GAMES?

Then this could be you! Spent long evenings turning your love of games into something 3D? Send us the pics and stuff to We♥Games, GamesMaster, Future Publishing Ltd, 30 Monmouth St, Bath, BA1 2BW. Everyone featured gets a free game!

WHO WOULD DO SUCH A THING?!? We'd love to meet them, and buy them a cake and hold their hands.

King Bowser won't be too happy about it.

Luigi's hack might be in six month's time...

LIST OF DEMANDS

What does the next *Pokémon* game really need? Read on, Poké-men and women...

POKéMON

- Actually training your Pokémon in different training areas
- Being able to customise the look of your trainer
- The ability to drive cars, planes etc.
- The option to upgrade the look of your Pokémon
- Fighting a battle on the spot, instead of having to wait for it to load
- Mini-games that let you fight as Pokémon
- An online mode
- More dark/evil Pokémon

Callum Alston, Preston ☺

PGR PROJECTGOTHAMRACING 4

- Upload your in-games photos to Xbox Live, share them with others and place them in a 'Gotham Gallery'
- Silly vehicles, like the lawnmowers and the taxi from *Metropolis Street Racer* should return
- The ability to stream real radio stations as we play. We could tune them in with the analogue stick!
- Big Ben should show the real time
- Furry dice for the rear view mirrors
- A sunroof, or even fully convertible cars, whose tops fold down as you drive, letting the sunshine in
- Horns! Car horns are brilliant, purely because you can toot at people when you're overtaking them
- Let us customise the number plates, please

Alan Mangubat, Brighton ☺

RESIDENT EVIL 5

- First-person aiming down the barrel of the gun, like in *Call of Duty 2*
- Online co-op play
- A fishing mini-game, where you can catch some lunch, but also may get attacked by a giant mutant zombie shark
- Like in *Manhunt*, you can shout into a microphone and then hide in order to stalk your enemies
- Zombies on rollerskates! You know it makes sense
- Zombie camels, zombie spiders, zombie monkeys. Definitely zombie monkeys!
- Levels set in a circus, a school and a football stadium
- How about a sword for some gory self-defence when you run out of bullets?
- Oh, and a level set in a funfair, too

Aaron Davies, Glasgow ☺

(although, in *Call of Duty 2*, for example, the ability to pick out even just the tiniest portion of an enemy's helmet poking out from behind a wall, is great), but your eyes and your brain will thank you for it in the long run. *Dirge of Cerebus* is definitely coming to PS2 – we're not aware of a PSP version, but there may very well be one in the pipeline.

Final Countdown

Hey *GM*,

I am a huge *Final Fantasy* fan and recently I read in your mag that *FF12* would be coming out on 10th February, but every website I have seen reports that it will appear in shops in late 2006. Please can you explain to me all of this so I can put my worried mind to rest?

Andrew Parker, email ☹

Apologies for any confusion, Andrew; at the best of times even the official line on the release dates of big games isn't always reliable. *FF12* is out in the middle of March in Japan, where it'll also be available in a rather pretty and luxurious special edition. As for its UK release date, it's not yet confirmed, but would likely be sometime around late summer. Also, anyone who's a fan of importing can get an early taste of *FF12* – a demo of the game is bundled with copies of *Dragon Quest 8* released in the US.

Nether Regions

Hiya *GM*,

Please could you tell me why the new consoles can't be multi-region? I realise that videogame manufacturers probably look down on imports, but in my opinion the DVD industry has it about right. While they seem to condemn the importing of foreign DVDs, a lot of players can be made multi-region by inputting a code on the remote, which removes the need for illegal chipping and satisfied die-hard enthusiasts. What the top brass of the games industry seem to overlook is that there are hardcore gamers like myself who prefer Japanese or American versions of games (because they are uncut, run faster, are full-screen etc.). We are not drug-fuelled, porn-peddling evil-doers, just enthusiasts who want the best that games have to offer.

James Barlow, Cheshire ☹

Thing is, publishers want control so that they can

MY GAME IDEA

RYU VS KEN

COPYRIGHT: STE (AKA DINGOTANG666)

WHAT IS IT: The mother – or, rather, twin brothers – of all beat-'em-ups, pitting Ryu and Ken against one another in the ultimate stand-off. The twist? It's not just two characters, but five of each, gathering together the numerous different versions that have appeared over the years, from 'Classic' Ken and Ryu to their 'Evil' forms.

HOW IT PLAYS: We're in standard 2D beat-'em-up territory here; nothing too flashy. BUT – and it's a big but – Ste has actually made this game, using MUGEN, a program that lets you build your own beat-'em-up. And it's ace, even if it would be a minefield of copyright infringements to sell or distribute. Still, top marks for the sterling effort, Ste.

POTENTIAL BEST BIT: Seeing super-deformed Pocket Fighter Ryu punch Evil Ken in the knees. It's a bit like *Shadow of the Colossus*, but with the cute turned up to 11.

QUOTE FOR THE BOX:
"PACKS MORE THAN A PUNCH – IT PACKS THEM *ALL*"

JUDGEMENT

A dream come true rumble for *Street Fighter* fans, albeit one with such narrow appeal that beat-'em-up fans in general won't see what the fuss is about.

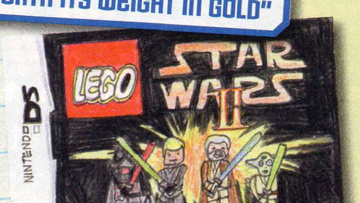
MAKE YOUR LIST OF DEMANDS!

How would you make the next game in your favourite series better? Simply study computer science at university for three years, learn the C++ programming language and get a job at a top games developer. OR make your List of Demands so game creators have no more excuses for not fitting Lara with a proper support bra or putting monkeys in *GTA 4* right NOW! Send your demands to us at gamesmaster@futurenet.co.uk, subject List of Demands or to List of Demands, We♥Games, GamesMaster, 30 Monmouth Street, Bath BA1 2BW. They WILL be made to learn.

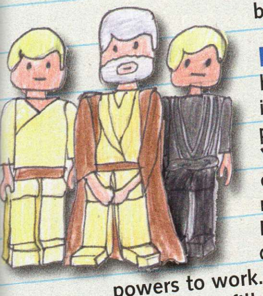
QUOTE FOR THE BOX:
"SABER UP THOSE PENNIES - THIS GAME'S WORTH ITS WEIGHT IN GOLD"

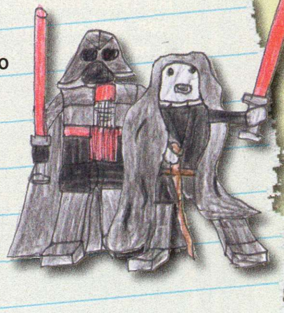
LEGO STAR WARS DS

COPYRIGHT: MATTHEW MCGOLDRICK, HUDDERSFIELD



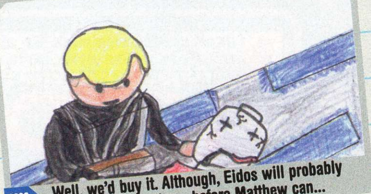
WHAT IS IT: A close relation to the *LEGO Star Wars* games that appeared on most formats last year, except it's on DS – turning the stylus into a tool for using the force – with stages taken from the classic 'old' *Star Wars* movies as opposed to the CGI-tastic 'new' ones. Great idea, but we're sure that this is very likely being made by the folks behind the original *LEGO Star Wars* as you read this.





HOW IT PLAYS: Imagine being a Jedi, but with the stylus instead of a light sabre. You'll get to play as Luke, Obi-Wan, Han Solo, Yoda, Darth Vader and plenty of other famous faces from the movies. You can Force Push and Pull using the stylus, aiming in the direction in which you'd like your powers to work. The bottom screen would be used as a feature-filled menu screen, allowing you to swap between characters and powers with ease.

POTENTIAL BEST BIT: Getting down to some co-operative two-player action over WiFi, teaming up with other players from around the world. And maybe have George Lucas (with detachable LEGO beard) as a super-hidden character. Well, not so much hidden, as just in hiding from those who thought *Episode 3* was a disastrous hurricane of stinky cheese.

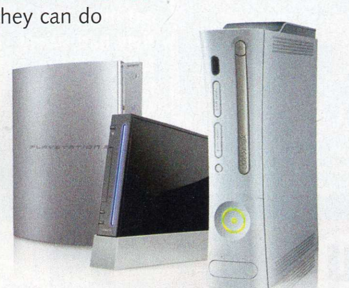


Well, we'd buy it. Although, Eidos will probably get it out to the shops before Matthew can...

JUDGEMENT

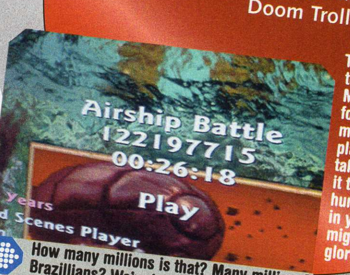
If the stylus operations don't get in the way of the action, this could prove to be as big a hit as any *Star Wars* game out there.

make the maximum amount of money out of each region, which is simply business. DVD players are made by a whole range of manufacturers – it's not a licensed format – so they can do what they want in terms of region-locking. If DVD players were only made by one company, do you think we'd see such a relaxed attitude towards region-locking? However, poor PAL conversions are getting thinner on the ground, with localisation teams really putting the effort into the bigger games out there, so being denied full-screen 60 Hz is way less of an issue than it used to be. And, of course, things are changing: numerous 360 games are region-free, not to mention all of Nintendo's handheld output and a good wodge of PSP games. We may not even be having this discussion a year or two!



HI-SCORE CAM

Hey, *GM!* I finished *Kameo: Elements of Power* a couple of days after Xbox 360 came out, and it was alright, but I loved the Score Attack mode! So much so, in fact, that I've managed to get this superb score on Thorn's Airship level. There's a trick to it, one that'll take your points total up into the hundreds of millions with ease. I'm not going to say what it is, but I will give you a cryptic clue: keep an eye out for the Doom Trolls!



How many millions is that? Many millions? Brazillians? We're impressed, certainly.

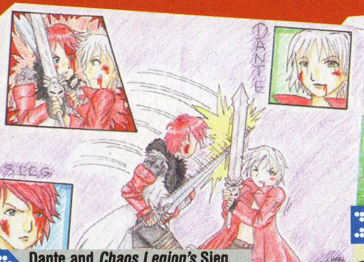
This month, we'd like to see your top scores for *Resi 4's* Mercenary mode, on either format. Also, if you've managed to get all the platinum medals in *PGR3*, take a picture and send it to us so all of humanity can bask in your mighty glory.

SEND IT IN!
Love games? Then write us a letter, draw little hearts on it or something, and address it to We Love Games, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.
Or send picture of your hi-scores and bizarre gaming moments by taking digital camera shots and attaching them to emails sent to gamesmaster@futurenet.co.uk What we want this month…
• More hi-scores
• More pictures/paintings/models/movies
• MORE GAME IDEAS – SEND 'SCREENSHOTS' AND BOXART!

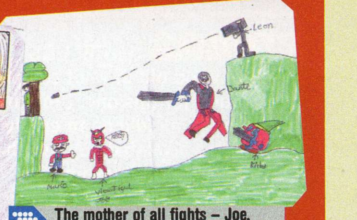
THINGS TO MAKE AND DO!

THIS MONTH'S TASK...

We asked for your sketches of fantasy videogame scraps and you've not disappointed. Check out these three beauties. And for your *next* assignment, we'd like you to draw your favourite vehicle from a game. *Halo's* war-torn Warthog? CJ's jetpack? The dragon boat from *Wind Waker?* All are fair game. And, no, a photograph of a real car won't fool us. Get sketching!



Dante and *Chaos Legion's* Sieg scrap it out, from Caz-Chan.

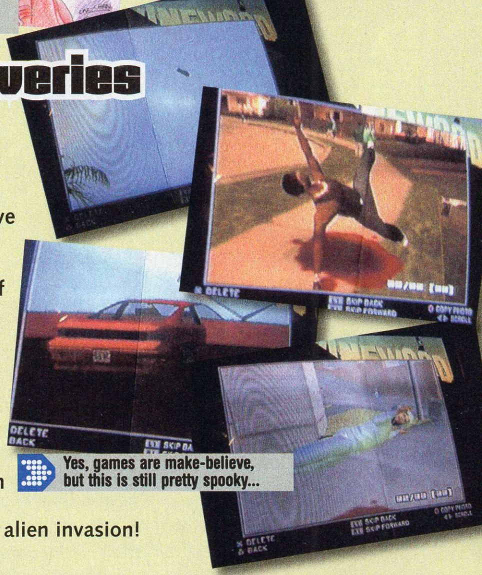


The mother of all fights – Joe, Mario, Dante, Leon and... Kirby!

GTA Discoveries

Greetings *GM*,
I have a case for you and the other *GTA* discoverers out there. Something's coming, I've seen it. I have photographic evidence. It's worse than we thought – I have loads of photos here, of strange goings on. People floating in mid-air, UFO's, cars flying through the air and other things that have never been sighted. I will get back to you on this matter. They're here! San Andreas is under alien invasion!

The Doctor, Longridge



Yes, games are make-believe, but this is still pretty spooky...

Work Experience Update

Thanks to everyone who's sent their CV in to apply for a work experience placement. We've not been able to reply to everyone, but we'll be in touch if you're successful. Remember, though, that you must be 17 or over, be able to uproot and stay in Bath, Somerset for at least a week. Good luck.

WE WANT YOUR JOB!

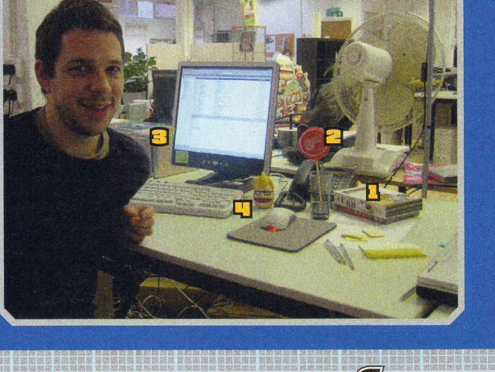
Pestering the jammiest jobsmiths in the games biz.

This is Dan Croucher, assistant producer at Relentless Software, the studio behind gameshow, erm, game *Buzz!: The Music Quiz*. Is this a job you can just fall into? "Knowing Relentless was in Brighton (where I live), I sent in my CV. Luckily, they were recruiting, and it went from there." How did you land the job? "Good written English is essential, but most important is how you work – organisation, planning, getting on well with others, that sort of thing." What games are you getting on with at the moment? "*Mario Kart DS* and *Animal Crossing: Wild Wood* are taking up most of my time. I also have an ongoing relationship with *World of Warcraft.*" What's best about your job? "The people are great, it's a brilliant place to work. Everyone working to make the game as good as we can and get it out there to people, is rewarding. Plus, we finish at 5pm."

HOW JAMMY IS THAT? That's the biggest copy of SingStar we've ever seen.

TOOLS OF THE TRADE

01 A modest stack of DVDs – "These are actually used for work purposes, but you can't blame a man for borrowing the *Rocky* anthology for their own viewing pleasure occasionally."
02 A *Buzz!* lollipop. Looks fruity – "Still in its wrapper and as yet un-nibbled. Maybe we'll break it open when our next game ships. Or give it to a needy child."
03 A compact-disc player?! How quaint – "*Buzz!* has a lot of audio content and, as I'm handling localisation (tweaking the game for release in different regions around the world), I need to be able to play in-game voices loudly in order to annoy everyone. Not a day passes when I don't hear Buzz jabbering on about something – luckily, he's pretty funny."
04 Are you, ho ho, getting 'a head'? "The squeezy *Buzz!* head is easily the best and most useful thing in the office. I love squeezing his big face. Unfortunately, he's splitting a bit, and I'm not even that stressed..."



We ♥ Old Games

Fight Night Round 3? Just the latest in a long line of sweaty contenders...

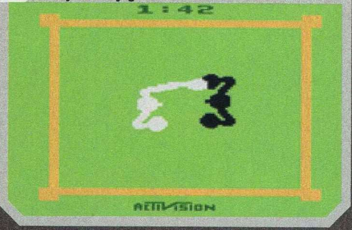
Mark Green blows the grime of time off the games of yesteryear.

BOXING (ATARI VCS, 1980)

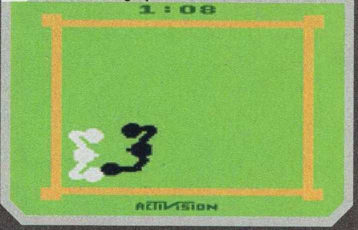
Ahm the good old days of computer boxing magic. Yep, you had to use your imagination for this one. Brought to you live from within a square fence sitting in the middle of an empty field, Activision's *Boxing* really was the state of the art in pixelated pugilism back at the turn of the '80s.

You've heard the expression 'to forget your head': these fighters had remembered their heads, but left the rest of their bodies at home. Except for the grotesque double-jointed arms, of course. And, no, the boxers didn't sweat a single drop. Realistic it was not.

These pugilists don't suffer from dandruff: they've only got head and shoulders.



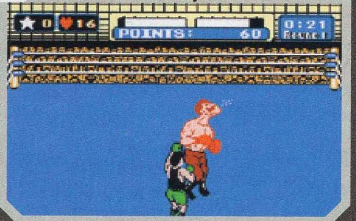
Variety wasn't *Boxing's* strong point, as you can see. Or graphics. Or character models.



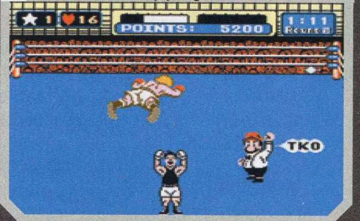
PUNCH-OUT!! (NES, 1987)

Legendary box-'em-up from the mighty minds at Nintendo, originally starring Mike Tyson himself until he went and upset Shigsy by getting banged up in prison, and since squashed into five-second form for *WarioWare. Punch-Out!!* was more a puzzle game than anything – timing your dodges was as important as putting fist-shaped holes in your opponents' chins, and not just because your opponents were at least five times the size of you. *Even accounting for perspective*. That's hardly fair, is it?

They didn't call your miniature boxing hero 'Little Mac' for nowt – just look at him.



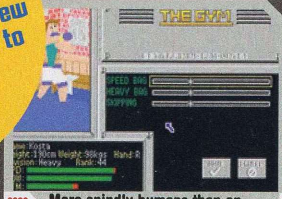
While Mario referees, somewhere else in town someone's pipes go unmended.



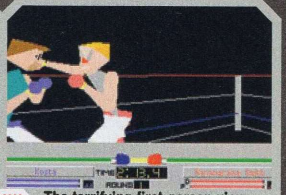
4D SPORTS BOXING (AMIGA, 1991)

Today, Xbox 360's *Fight Night Round 3* has 3 million polygons dancing around the screen in all their HDTV glory; back in '91, *4D Sports Boxing* had about a dozen – which meant there were more corners on the boxers than there were in the ring. Still, *four dimensions*, eh? The idea being that you could press a button to rewind the fight and remind yourself exactly what had happened so far. Which, for the most part, turned out to be two child-frightening hamburger-lipped robo-fighting freaks punching each other in the 'face' over and over again.

RETRO KNOWLEDGE: *EA's Knockout Kings 2001* was one of the few serious box-'em-ups to feature women

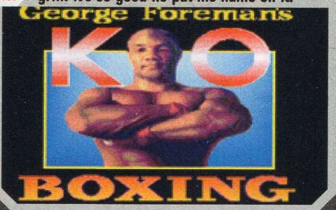


More spindly humans than an entire issue of *Heat*.



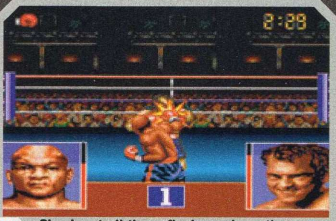
The terrifying first-person view was the stuff of nightmares.

Do not turn down this man's offer of a great grill. It's so good he put his name on it.



GEORGE FOREMAN'S KO BOXING (NES, 1993)

Showed just how angry a man who makes barbecue grills can get if you push him. *George Foreman's KO Boxing* 'borrowed' the *Punch-Out!!* idea, with one startling innovation: an advert for Doritos before every fight. Grisly graphical face damage made the losing fighters look like the meat patties that George is found looming over today, and – eat this, 360! – they had sweat flying off the faces, too. (For 'sweat', read 'grey dots'.)



Check out all those flashes – have the crowd got eye cameras or something?

RETRO KNOWLEDGE: *Punch-Out!!*'s Little Ma returned as a playable fighter in *Fight Night Round 2*

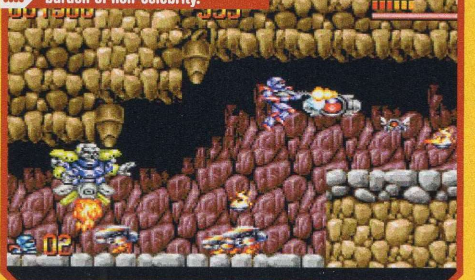
WHERE ARE THEY NOW?

TURRICAN

Gun-toting German beefcake from *Factor 5 (Star Wars Rogue Leader)*, who did pretty much everything Samus Aran did except a) the over-sized shoulderpads and b) survive past the '90s.

Now: Saving up for a really big pair of metallic shoulderpads.

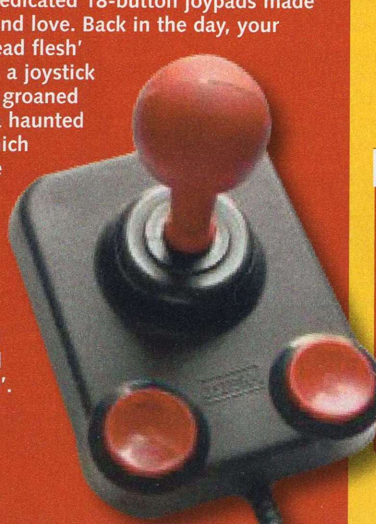
Turrican: shouldering the burden of non-celebrity.



YOU DON'T KNOW YOU'RE BORN!

CONTROLLERS

You don't know how lucky your fingers are, you kids, with your dedicated 18-button joypads made of fancy plastic and love. Back in the day, your choice was a) 'dead flesh' rubber keys or b) a joystick that creaked and groaned like the door to a haunted mansion, and which came with all the luxury of *one* fire button. And if you wanted to move in more than eight directions? You'd have been locked up as a 'mad one'.



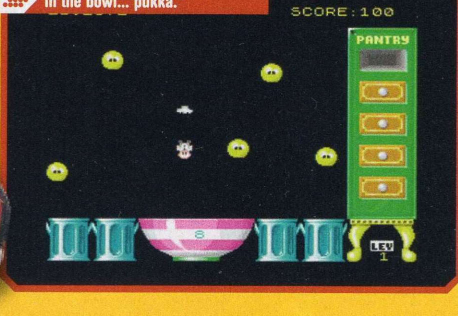
FREE PLAY

COOKIE

Why you must play it: This cook-'em-up is a jaw-gaping glimpse into the past of the *Perfect Dark Zero* team. Back in '84, this was 'arcade-quality'.

How to get it: : Ready, steady, cook with the cute PC remake at http://retrospec.sgn.net/game-overview.php?link=cookie

"Bung that gorgeous yella blob in the bowl... pukka."



!!
GET READY FOR SOME CHINESE TAKE-OUT!!!

Xtreme Legends®
DYNASTY WARRIORS® 5

FEBRUARY £24.99 PlayStation®2 Produced by Omega-Force

12+ www.pegi.info

DW5 REMIX! Play 5XL by itself or intensify Dynasty Warriors 5 with new 5XL features.
Dynasty Warriors 5 sold separately.

Dynasty Warriors, Xtreme Legends and the KOEI logo are trademarks or registered trademarks of KOEI Co., Ltd. ©2005-2006. All rights reserved. "PlayStation" and the "" Family logo are registered trademarks of Sony Computer Entertainment Inc."Dolby", "Pro Logic" and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.

DOLBY DIGITAL PRO LOGIC II

koei®
www.koei.co.uk

TOTALLY SKINT?

YOUR GUIDE TO GAMING ON THE CHEAP

We know, we know – your Christmas money is as much a long-distant memory as the Christmas turkey. You're desperate for a fix of new gaming thrills, but there's tumbleweed blowing through your wallet and the girl behind the counter at GAME won't accept your dog as a valid form of payment. Breathe: there's a world of great gaming out there that'll cost you only a handful of pennies – or, in many cases, no pennies at all.

CASH LEVEL: SERIOUS

So you looked after that valuable crinkly paper over Christmas (money, not wrapping), and you've got a couple of notes left to spend. With cash for just one game, you want maximum bang for your buck. Look no further...

GENERATION GAME

Specialist game shops and Amazon will hand over old Game Boy carts and PSOne games for *pennies* – and they'll work in your PSOne or PS2.

PSOne

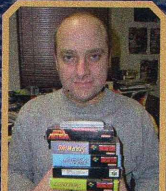
We found moody 3D adventure *Fade to Black* for 65p on Amazon, along with half-decent footy game *Three Lions* for just 1p. The original *Ridge Racer* was going begging at £1.49, and OAPs like *Re-Loaded* and *Shadowman* were dirt-cheap, too.

Game Boy / Game Boy Colour

Metal Gear Solid for GBC was just £6.99 when we checked Amazon. Excellent shooter *SWIV* was £1.99, while unique multi-player laugh-'em-up *Spy vs Spy* was £7. Also, *Tetris DX* and *R-Type DX* were under a tenner.

STAFF SHOP

We gave Robin £50 and he plumped for...



"My advice: go retro. An original Super Nintendo plus *21 games* for £50, including titles like *Yoshi's Island* that are now full-price on GBA – that's eBay magic right there. You'll get old-game deals at car boot sales, but I don't get up early on Sundays for anything less than £57.50."

GET THE PARTY STARTED

Make games last longer with your mates

MARIO KART DS (DS)

Even without online chat or messaging, the online races mean you won't want another DS cart in your slot for months.

WARIO WARE MEGA PARTY GAMES (GC)

Join the party with this unstoppably mental micro-game mayhem for up to 16 players, based on the GBA version. Cheap!

BUZZ! THE MUSIC QUIZ (PS2)

Button-buzzing four-player mad-marathon – play it at parties and the lemonade'll be snorting out of your nose.

CONKER LIVE & RELOADED (Xbox)

Teddy bears versus squirrels on Live, with enough cartoon violence to make Itchy and Scratchy blush.

CHU CHU ROCKET (GBA)

Old as a mountain but available on Amazon – single-cart link-up puzzling to make you clap with happiness.

BORROW, DON'T BUY

Games so short you can rent and run

LEGO Star Wars lasts roughly half as long as the movie sexology.

LEGO STAR WARS (All)

Six hours of making Lucas's galaxy your plaything.

MAX PAYNE 2 (PC, PS2, Xbox)

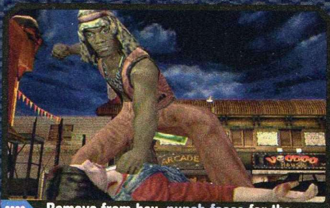
Classy slo-mo shooter clocks in at around seven hours.

STUBBS THE ZOMBIE (PC, Xbox)

You're head of a zombie army for seven hours max.

THE WARRIORS (PS2, Xbox)

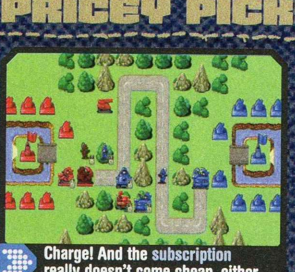
Finish flinging your firsts around NYC in eight hours.



Remove from box, punch faces for the rest of the evening, put back in box.

PRICEY PICKS

Some independent games will set you back a fair few notes – but they're still cheaper than almost anything you'll find in the shops, and some are so good they've crossed over into the world of disc, manual and box. Here's our selection of the best available right now...



Charge! And the subscription really doesn't come cheap, either.

Battalion

An – ahem – 'homage' to Nintendo's superb *Advance Wars*. The subscription plan is eyebrow-raisingly expensive, but you can throw your armies at other players online and pretend you're Napoleon.

http://www.urbansquall.com/ (about £23 for membership)

In space, no-one can hear you scream, "I'm gaming on the cheap!"

Cellblock Squadrons

Stunning-looking space opera. Play a criminal and earn your freedom by fighting for your life in mid-space, earning better ships and weapons as you kill anyone who dares to look at you funny.

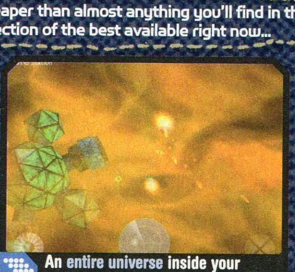
http://www.superfurious.com/ (about £14)

If you've caught your dad listening to Radio 4, this is for him.

Democracy

Wannabe David Camerons should apply here: it's a simulation of all things politic, set in any country you fancy. Complex: only recommended for people who can polish off a Sudoku faster than Carol Vorderman.

http://www.positech.co.uk/democracy/ (about £13)

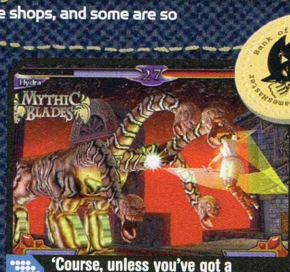


An entire universe inside your monitor – for just over a tenner.

Flatspace 2

Yep – another mid-space 'space trading and combat game". Trade, hunt and destroy in a galaxy full of ships that'll go about their business whether you're in the thick of battle or taking a tea break.

http://www.cornutopia.co.uk/ (about £13)



'Course, unless you've got a graphics card, it'll look like LEGO.

Mythic Blades

They don't call it *'Soul Calibur* for the PC' for nothing – It's a proper beat-'em-up with graphics to give Namco and Tecmo the sweats, and a roster of characters from Greek mythology. Big swords? Yes.

http://www.mythicblades.com/ (about £18)

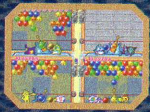
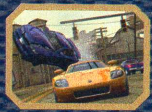
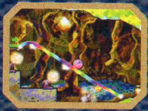
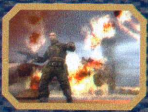
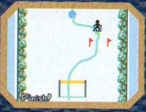
MAX YOUR MONEY

These little beauties pack in lots of game per pound, and should keep you going for a long while...

		1=DAYS	2=WEEKS	3=MONTHS	4=YEARS	5=LIFE'S WORK
ADVANCE WARS (DS/GBA) Tons of beefy missions, *plus* map editors. The best handheld games ever? We'll fight you if you say no.						
FIRE EMBLEM (GBA) Colossal strategy-RPG with battles that'll turn your brain into blancmange.						
GUILD WARS (PC) Play online without a subscription fee? It's like being given the run of Alton Towers for free. A medieval Alton Towers. With orcs.						
GTA SAN ANDREAS (PS2) Just getting to San Fierro takes ages: you keep getting distracted by making up your own games and bike stunts.						
TAITO LEGENDS (Xbox, PS2) You can't argue with 25 games in a box for £20, especially with *Rainbow Islands* and *New Zealand Story* inside.						
THE TIMESPLITTERS SERIES (All) Big, ballsy blasts with endless arcade challenges, levels designer, and bots to kill off when your mates are asleep.						
TONY HAWK'S UNDERGROUND 2 (All) *Tony* is showing his age, but this is a massive challenge – and includes bits of the first game.						
WIPEOUT PURE (PSP) Racing your own ghost is challenging enough, but the Europe-only downloadable extras make it the race of a lifetime.						
HALF-LIFE/HALF-LIFE 2 (PC) Huge in its own right: but an internet chockful of downloadable skins, levels and physics experiments add value						
PIKMIN 2 (GC) Towers over the pint-sized original, and Challenge Modes and random dungeons make it, theoretically, infinitely long.						

SOLO SPECIALS

No friends? You'll need a game that isn't over when the credits roll, one that's packed with extras.

		1 = GETTING THREAD THROUGH A NEEDLE	2 = TRACKING DOWN A PARKING SPACE	3 = LEARNING TO MOONWALK	4 = FINDING TRUE LOVE	5 = LORD OF THE RINGS SPECIAL EDITION DVD TRILOGY
BUST-A-MOVE (All) Always cheap, the best version is number two. Even in single-player, even at 3 o'clock in the morning, it's unputdownable.						
THE BURNOUTS (All) A single *Burnout Revenge* lap offers more artery-breaking excitement than other games in their entirety.						
CIVILIZATION 4 (PC) Pit Aztecs against Civil War warriors and Romans against Greeks – a true playbox of historical fisticuffs.						
THE HITMANS (All) Big and bald, Agent 47 always lets you complete levels however you like. Go quietly or kick up a fuss.						
KIRBY POWER PAINTBRUSH (DS) A big fat ball demands that you draw paths for him all day long – and you will. Great replay value.						
MERCENARIES (PS2, Xbox) The same free-roaming 'wonder whether this'll work' thrills as *GTA* – but with more bang.						
THE MOVIES (PC) Make your own movie – romance, western, scifi, whatever – and fill it with your own sounds. What's not to love?						
OUT RUN 2 (Xbox) 101 Challenge missions, tracks with perfect racing lines, and a bossy girlfriend thrown in for free.						
R-TYPE FINAL (PS2) The beauty of this retro-minded shooter: over 100 different ships that make it a different game every time.						
WARIO WARE (GC, GBA, DS) : Throws bonuses and extra games at you until you're sick. Check out *Touched!* on DS for the best.						

All the fun of the fair, without that nasty candy floss aftertaste.

No Limits Coaster

With professional rollercoaster designers among its fans, this 'coaster creator really should come with a downloadable vomit bag. We're building a twister that ends with a 300ft blast straight up into the sky.
http://www.nolimitscoaster.com/
(about £16)

This one comes highly rated by our mates over on *PC Gamer.*

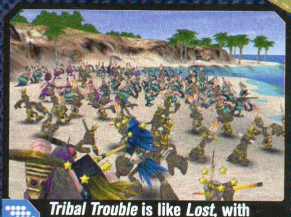
Starscape

Gratifying mix of strategy and shoot-'em-up with semi-celshaded graphics and presentation to make full-price games weep. You'll need a graphics card to get the best out of it, mind, but it's definitely worth it.
http://www.moonpod.com/
(about £17)

Old enough to remember *Elite?* Get your space helmet on.

Starshatter

Another space shooter, this in the more traditional style of *Elite* – but you can work you way up the ranks to command entire fleets of spaceships, and splatter ground installations like termite mounds.
http://www.starshatter.com/
(about £17)



Tribal Trouble is like *Lost,* with Vikings, gone mad. Sort of.

Tribal Trouble

Realtime strategy on the cheap, with Vikings going up against Natives and up to six players hammering at each other online. Beautiful tropical island visuals, and enough destruction to break your monitor.
http://tribaltrouble.com/
(about £17)

Return to Infinite Space? If it's infinite, how did you get out?

Weird Worlds Return to Infinite Space

Strategic space exploration game with a map that's different every time. Explore new worlds, meet strange alien races, and do your bit for intergalactic relations by blasting everything to hell.
http://www.shrapnelgames.com/
(about £14)

LEVI STRAUSS & CO
ORIGINAL QUALITY CLOTHING
30
550
GAMESMASTER
SINCE 1993
Bank of GamesMaster

CASH LEVEL: CRITICAL

You've found £5 after sticking your hand down a drain, or emptied your mug of 2ps and managed to scrape together a tenner. What are your options? Numerous as fleas on a neglected Nintendog...

LIVE AND KICKING ON 360

Get hooked up to Live, grab yourself an Xbox 360 points card, and you get free demos and trailers – and games galore for very little cash.

GEOMETRY WARS RETRO EVOLVED
Was this insanely explosive retro shooter the best Xbox 360 launch game? You can decide for less than the cost of a cinema ticket. Points: 400 / Real price: £3.33.

WIK & THE FABLE OF SOULS
Spiritual brother of the *Oddworld* series, starring an ugly hero who can jump, spit like a Texas State Trooper, and swing with his tongue. Points: 800 / Real price: £6.67.

SMASH TV
Your dad squirted all his pocket money away on this superviolent shooter that thinks it's a game show: now you young 'uns get to see what all the fuss was about. Points: 400 / Real price: £3.33.

JOUST
Absolutely brilliant riding-around-on-ostriches jousting madness that was invented in 1654 (or thereabouts) and hasn't lost any of its sparkle since. Watch out for the pterodactyls. Points: 400 / Real price: £3.33

ALSO WORTH CHECKING OUT...
Mutant Storm (£6.67), Gauntlet (£3.33), Outpost Kaloki (£6.67), Robotron 2084 (£3.33)

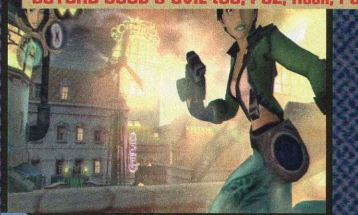
CUT-PRICE CLASSICS

Waiting to be rescued from a bargain basket near you...

ASTRO BOY (GBA)

Astro Boy brings Sega and Treasure together for pocket-sized blasting.

BEYOND GOOD & EVIL (GC, PS2, Xbox, PC)

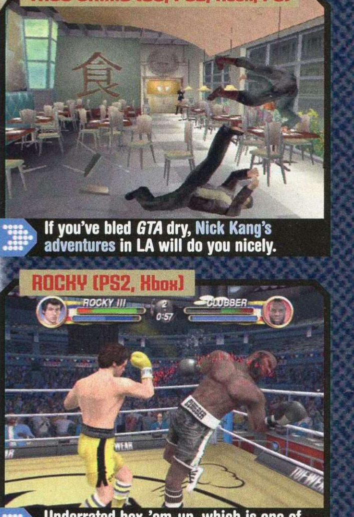


Perpetually discounted beauty from the Ubisoft team that brought you *King Kong*.

POPULOUS: THE BEGINNING (PC)

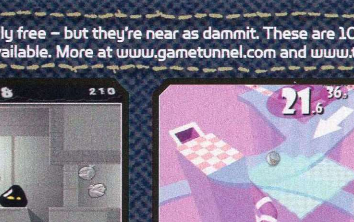
It's essentially a real-time strategy game, but Peter Molyneux's brain makes it special.

TRUE CRIME (GC, PS2, Xbox, PC)



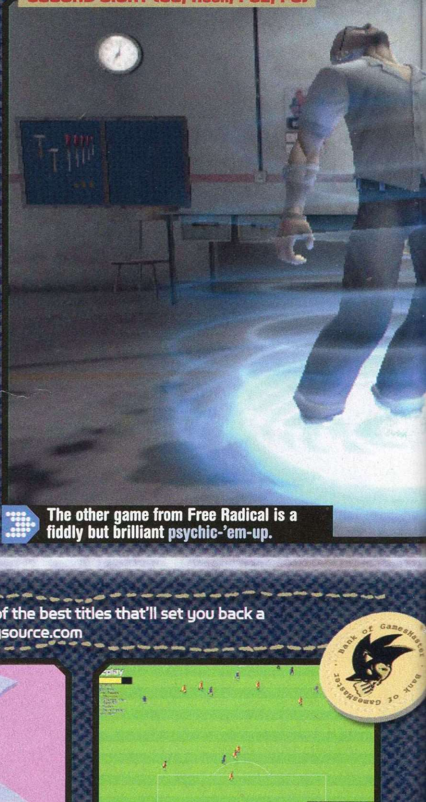
If you've bled *GTA* dry, Nick Kang's adventures in LA will do you nicely.

ROCKY (PS2, Xbox)



Underrated box-'em-up, which is one of the best fist-flingers your money can buy.

SECOND SIGHT (GC, Xbox, PS2, PC)



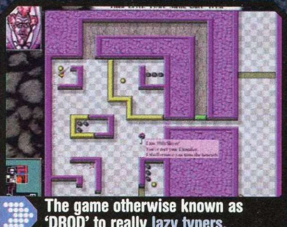
The other game from Free Radical is a fiddly but brilliant psychic-'em-up.

LOW-COST LAUGHS

Not *all* those free games on the 'net are actually free – but they're near as dammit. These are 10 of the best titles that'll set you back a note or two, most with free playable demos available. More at www.gametunnel.com and www.tigsource.com

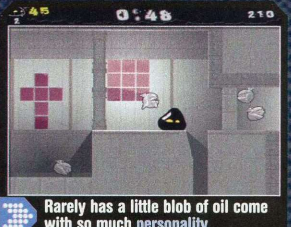
There's a clever new idea for every level. e.g. a cow.

BreakQuest
This ball-bouncing number will wash you all over in nostalgia soap – even if you're too young to remember when breaking a few bricks with a ball was considered 'the future'.
http://www.nurium.com/
(about £11)



The game otherwise known as 'DROD' to really lazy typers.

Deadly Rooms of Death
Called "the best puzzle game of all time" by a man called Ed Pegg, this is a 350-room puzzler with the power to keep the stuff inside your skull busy until next Christmas.
http://www.caravelgames.com/
(about £11)

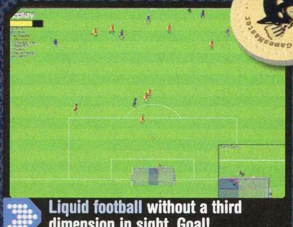


Rarely has a little blob of oil come with so much personality.

GISH
Highly acclaimed platformer starring a big blob of sticky oil who can pretty much go where he pleases. Loaded with slick references to gaming icons, levels and games gone by.
http://www.chroniclogic.com/
(about £11)

Furry, funny gaming for less than the cost of a real hammy.

Hamster Ball Gold
Monkey Ball with hamsters instead of monkeys – how could it go wrong? Bright, bouncy gaming that'll sunny up even the dimmest days. Did we mention the hamsters? In balls?
http://www.raptisoft.com/
(about £6)



Liquid football without a third dimension in sight. Goal!

New Star Soccer 3
Top-down footballing that harks back to the *Sensible Soccer* days – frantic, funsome football, with a 'Goal Of The Month' feature on the website to encourage skillz.
http://www.newstarsoccer.com/
(about £11)

SSX 3 (GC, PS2, Xbox, PC)

Forget buying *SSX On Tour* and spend half the proceeds on this instead.

SUPER MONKEY BALL (GC, PS2, Xbox, PC)

Barrels of monkey-rolling fun and some chucklesome multi-player games.

TOTAL OVERDOSE (PS2, Xbox, PC)

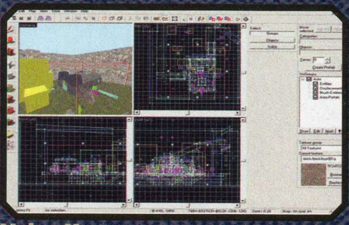
If only more people knew this was *GTA*, on foot, with bullet time, and Mexicans.

XIII (PS2, Xbox, GC, PC)

A shooter that's famous for putting a crossbow through a man's head.

DO IT YOURSELF

None of these free games attracting your attention? You're going to have to make your own then – it's not that difficult, honest...



Valve Hammer
Got the next *Quake* in your head? Get this via Steam and go nuts.
http://www.steampowered.com

Game Maker
As easy or as simple as you like – knock out *Pac-Man* or go 3D.
http://www.gamemaker.nl/

Can I pet the hat?
Talk to

Adventure Game Studio
Create your own point-and-click masterpiece and wow the oldsters.
http://www.adventuregamestudio.co.uk/

Stratagus
Turn your screen into a battlefield with this strategy game designer.
http://stratagus.sourceforge.net/

RPG Toolkit
Final Fantasy-style turn-based battle mayhem RPGs can be yours.
http://www.toolkitzone.com/

Ray Game Designer 2
Valve Hammer too complicated? Try this 2002-era 3D game tool.
http://eicart.free.fr/rgd2/

RETRO ROM-P

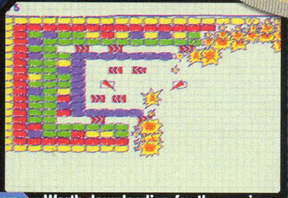
Several tons of old arcade cabinet: inside your PC

Emulators like the mighty MAME (http://www.mame.net/) let your PC pretend its an old arcade machine – so you can play coin-op classics from *Pac-Man* to *Metal Slug* for nowt. It's legally iffy, though, as copyright still exists on old games (or 'ROMs' as they're known). If you want to play it safe, starroms.com has a (small) collection of legal MAME games that you can buy with credits for anything from £1 to £4. Stellar oldsters such as *Asteroids*, *Centipede* and *Crystal Castles* are present and correct. Websites like Sys2064 (www.sys2064.com) also have a collection of MAME-compatible games that won't be upsetting any copyright laws near you.

STAFF SHOP

We challenged Rob to maximise his £20...

"I hit the second-hand bins at the local game shop and got *OutRun2* for £5. I could have bagged *Jak & Daxter*, *Rocky* and *The Punisher* on eBay with £3 left over for sweets."



Worth downloading for the music: you'll be humming it all day.

PaperBall
Superb block-batterer that's designed to look like it has all been scribbled on a notepad by a bored 10-year-old. You'll never look at an A4 pad in the same way again.
http://www.e-giraffa.com/
(about £11)

Our brains scream at us to give this up. But. We. Just. Can't.

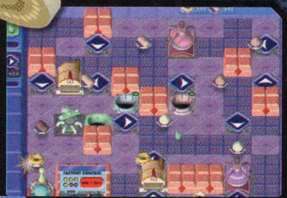
Plummit
Guide water around pipes in one of the most fiendish puzzles games ever made, complete with head-to-head multi-player. If you've never heard your brain scream, prepare for a shock.
http://www.purplenose.com/
(about £11)

Don't worry: most of the Prof's levels are a lot busier than this.

Professor Fizzwizzle
Another mind-testing indie game with a puzzly focus, and a hero with an Einstein haircut and glasses. You can build your own levels and share them with other players. Or not.
http://grubbygames.com/
(about £11)

You'll need to be a member of Valve's Steam service for this.

Ragdoll Kung Fu
Freeform fighting game developed by one of the brains behind *Half-Life 2*. Funny, frantic, experimental, and a whole new way of playing fighting games. Or just messing about.
http://www.ragdollkungfu.com/
(about £8)



It's 'doughnut', natch, but we're having too much fun to care.

Rocknor's Donut Factory
We just like the name. And the fact that it's a fiendish puzzler with a sweetness at its core that's better than a big glob of jam. And, of course, it's got donuts. Lots of donuts.
http://www.monolux.com/
(around £11)

GAMESMASTER
SINCE 1993
GAMES MASTER
CREDIT

Bank of GamesMaster

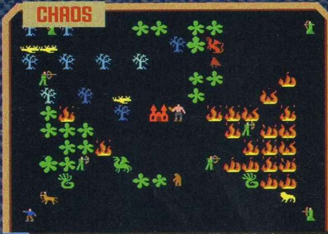
CASH LEVEL: NON-EXISTENT

You raided your cash reserves for your copy of *GM*, and the 75p change got carried off by a mad pigeon. Now all you've got is an internet connection and tears rolling off your chin. But look at how much gaming is still in your grasp...

OLD MADE NEW

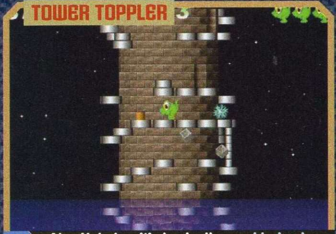
The best '80s games are tricky to get working on a modern PC. But wait! Kindly souls have remade them for people like you. Loads more at www.retroremakes.com.

CHAOS



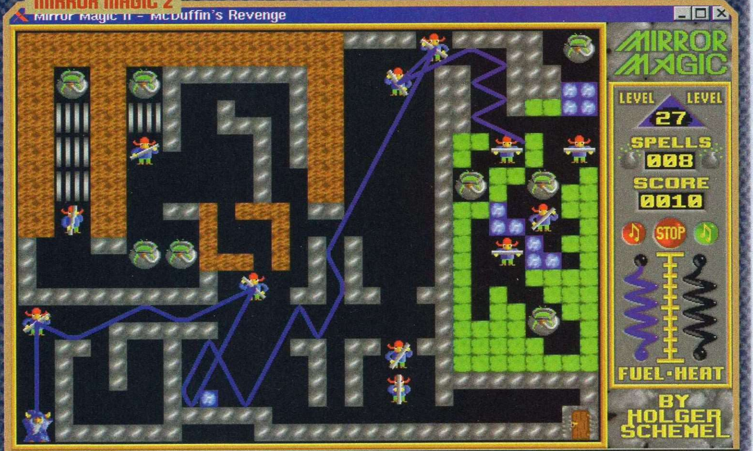
Faithful remake of age-old multi-player Speccy wizard-battler. Great with mates.

TOWER TOPPLER



Aka *Nebulus*, it's basically an old-skool platformer wrapped around a tower.

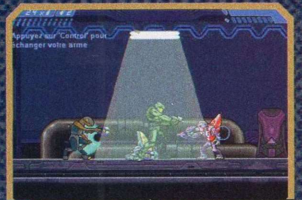
MIRROR MAGIC 2



This is a fiendish puzzler with a bouncy laser beam and twisting mirrors. It will make your brain beg for mercy. If that sounds like your idea of heaven, go to http://www.artsoft.org/mirrormagic/

FANGAMES

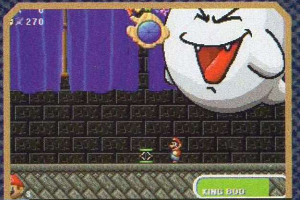
Metroid with a missing dimension? Mario versus walking pumpkins? They're all out there. Here's the biggest, best and the most inventive homages to the big names made by people off the internet. They're 100% unofficial, and not endorsed by, er, anyone, especially not the likes of Sega, Nintendo or Microsoft.



See Master Chief work 'flat out' to send the Spartan packing.

Halo Zero

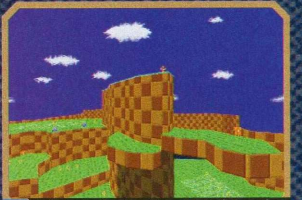
This is *Halo* turned on its side, so you get a squashed Spartan and cardboardy Covenant.
http://www.halozero.new.fr/



No matter how big Boos get, they fall for the old spring trick.

Super Mario Blue Twilight DX

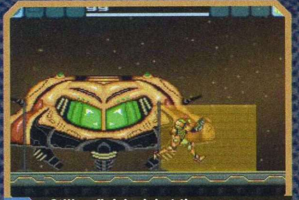
In the works for three years, this is a 2D *Mario* game with Hallowe'en scares.
http://www.marioween.tk/



Classic *Sonic* with a 3D twist, and it won't cost you a penny.

Sonic Robo Blast

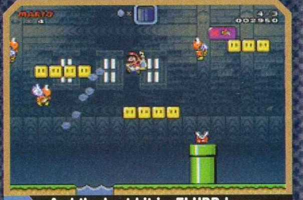
Yuji Naka's about to 3D-ize traditional Sonic play? Someone on the net has beaten him to it.
http://www.srb2.org/



Still unfinished, but the crazy shoulderpads are in place.

Metroid Prime 2D

Yet-to-be-completed project that makes *Metroid Prime* pancake-flat. We look forward to the finished thing.
http://www.mp2d.co.uk/



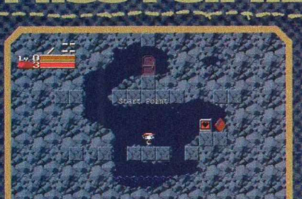
And the best bit is: FLUDD keeps his big mouth shut throughout.

Super Mario Pac

Cult 1980s shooter *Jetpack*, that's been reinvented with Mr Moustache and FLUDD.
http://www.hermitgames.com/mariopac.php

FREE FOR ALL

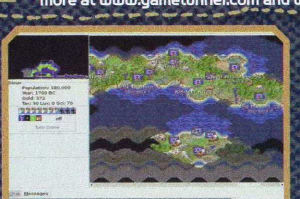
Got a PC? Then you're a few keytaps away from 100% free games that put shiny discs in £50 cardboard boxes to shame. Ten of the best, and there's more at www.gametunnel.com and www.tigsource.com for you to browse through, too.



Really, it's one of the best games we've ever played. Get in!

Doukutsu Monogatari

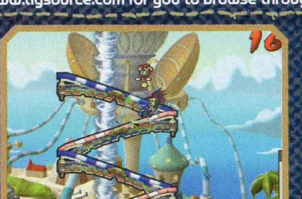
Super-cute Japanese platformer with a *Metroid* feel and the sweetest characters you'll find outside a pack of Jelly Babies. Multiple endings, hidden areas – and even better – it won't cost you a thing.
http://agtp.romhack.net/doukutsu.html



A bit like *Civ 4* – but made by hundreds of boffins worldwide.

FreeCiv

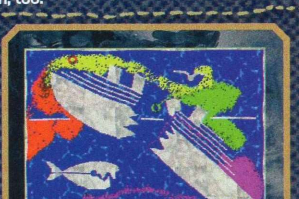
Why pay the big money for *Civilization* when this lovely is – as the name suggests – entirely free? The aim: become the greatest civilization. The method: take turns, kill things. It's addictive stuff.
http://www.freeciv.org/



The Koreans go a bundle on this. They'll smack you up nice.

Gunbound

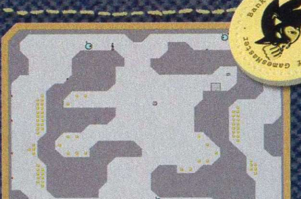
Blockbustingly popular online war game, developed in Korea. It's a bit like *Worms* without the worms. Those who want to throw grenades at young girls riding purple dinosaurs: this is the game for you.
http://www.softnyx.net/



Like an explosion in a paint factory, running in slow motion.

Liquid War

Popular and pretty online multi-player deathmatch with blobs of colour instead of characters. Imagine Play-Doh and Plasticine decided to have it out once and for all. Pretty, but not pretty at the same time.
http://www.ufoot.org/liquidwar/v5



Proves that you don't need fancy 3D to make your eyes smile.

N

Beautiful platformer that's reminiscent of games of yore – except for the frequent, unpleasantly bloody deaths that the acrobatic main character has to put up with while bouncing around like a happy cat. http://www.harveycartel.org/metanet/n.html

GOLD RUSH

Through the goodness of their hearts, developers give you their old games for free. Where's the catch? There isn't one...

Grand Theft Auto
See where it all began with the 1997 PC game and its sequel – all the carjacking, ped-squashing action you know and love, but seen from the perspective of a passing crow. Also: fellow oldster *Wild Metal*.
http://www.rockstargames.com/classics/

Hidden & Dangerous Deluxe
1999 shooter re-released to coincide with its sequel's release. Take command of a four-man SAS team in the midst of a World War they call '2' – without them having to cart an expensive graphics card around with them.
http://www.gathering.com/hd2/hddeluxe.html

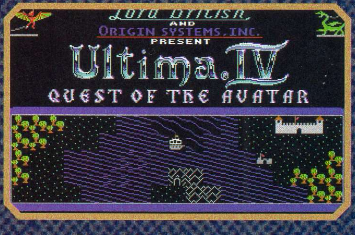
Elder Scrolls Arena
Help the wait for *Oblivion* pass that little bit more easily with the help of this early version: primitive but satisfying first-person adventuring in a wide, wide world, with seven bits of the Staff of Chaos to find.
http://www.elderscrolls.com/downloads/downloads_games.htm

Beneath A Steel Sky
Funny British-made scifi quest from the almost forgotten 'point-and-click' school of adventuring. The SCUMM download below lets you run other classics, too, such as *Flight of the Amazon Queen*.
http://www.scummvm.org/

HOW TO PLAY

Modern PCs will often turn their noses up when old games come calling. You need DOSBox (http://dosbox.sourceforge.net/), a free application that makes your PC pretend it's 20-years-old. There's a version for Mac, so you can run most of the top 10 above whatever your computer.

Frontier
Space trading games like *EVE Online* owe their existence to crusty galactic jaunt Elite and this sequel. It's £5 after 30 days of play – you'll be throwing money at it after just a few hours of trading, bounty hunting and pirate wars.
http://www.eliteclub.co.uk/



Ultima 4
With *Ultima* creator Richard Garriot happily beavering away on *Tabula Rasa*, get a glimpse of what RPGs used to look like – i.e. as though they were made out of Teletext – with this 1985 release.
http://xu4.sourceforge.net/

Starsiege: Tribes
First-person blast-happy prequel to *Tribes Vengeance* that's got fans creating more tricks, mods and levels than even *Doom*. http://www.sierra.com/file_list.do?gamePlatformId=286

Treasure Island Dizzy
Time was when a smiling egg was the biggest game hero in Britain. Relive that era with this free download.
http://www.codemasters.co.uk/games/?gameid=1649

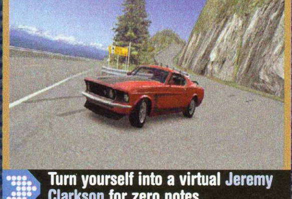
BC Racers
What Core Design were up to before they thought up a ponytail and a pair of breasts: *Mario Kart*-style racing with cavemen.
http://www.acid-play.com/download/bc-racers/

Abuse
Cult game that's essentially a 2D version of Doom. It's coded by an ex-iD chap, and the Mac version was done by Bungie.
www.acid-play.com/download/abuse/

STAFF SHOP

Geraint was tasked with finding gaming glory for £0...

"Trade-ins are the key to happiness. I had a big sack full of Christmas games I'd finished with – three were enough to get me a secondhand copy of *The Warriors*, and I can part-exchange that later for part of the cost of *another* new game. It's like a crazy daisy chain of pixelated love."



Turn yourself into a virtual Jeremy Clarkson for zero notes.

Racer
£40 for a racing game? Don't make us laugh. This freeware drive-'em-up is as realistic as they come – analogue *clutch*, anyone? – and lets you race around Norway in a Ferrari for free. *Need For Speed*, check your rear-view mirror.
http://www.racer.nl/

Remember to feed the cat sporadically while playing.

Runescape
World of Warcraft too pricey for you? This is the next best thing: a ginormous, free online RPG with up to 120,000 people going sword-mental at once. Fight dragons! Kill men! Forget your friends! And best of all, you don't have to part with any cash.
http://www.runescape.com/

It's a club that's free, and with no dress code. And just you in it.

StepMania
If you've got a dance mat but your existing step-based games are like listening to James Blunt for the 135th time (don't try that at home, kids), this'll make you feel like dancing: free *DDR*-style gaming plus new songs all the time.
http://www.stepmania.com/

Torus Trooper uses every colour in the rainbow – and then some.

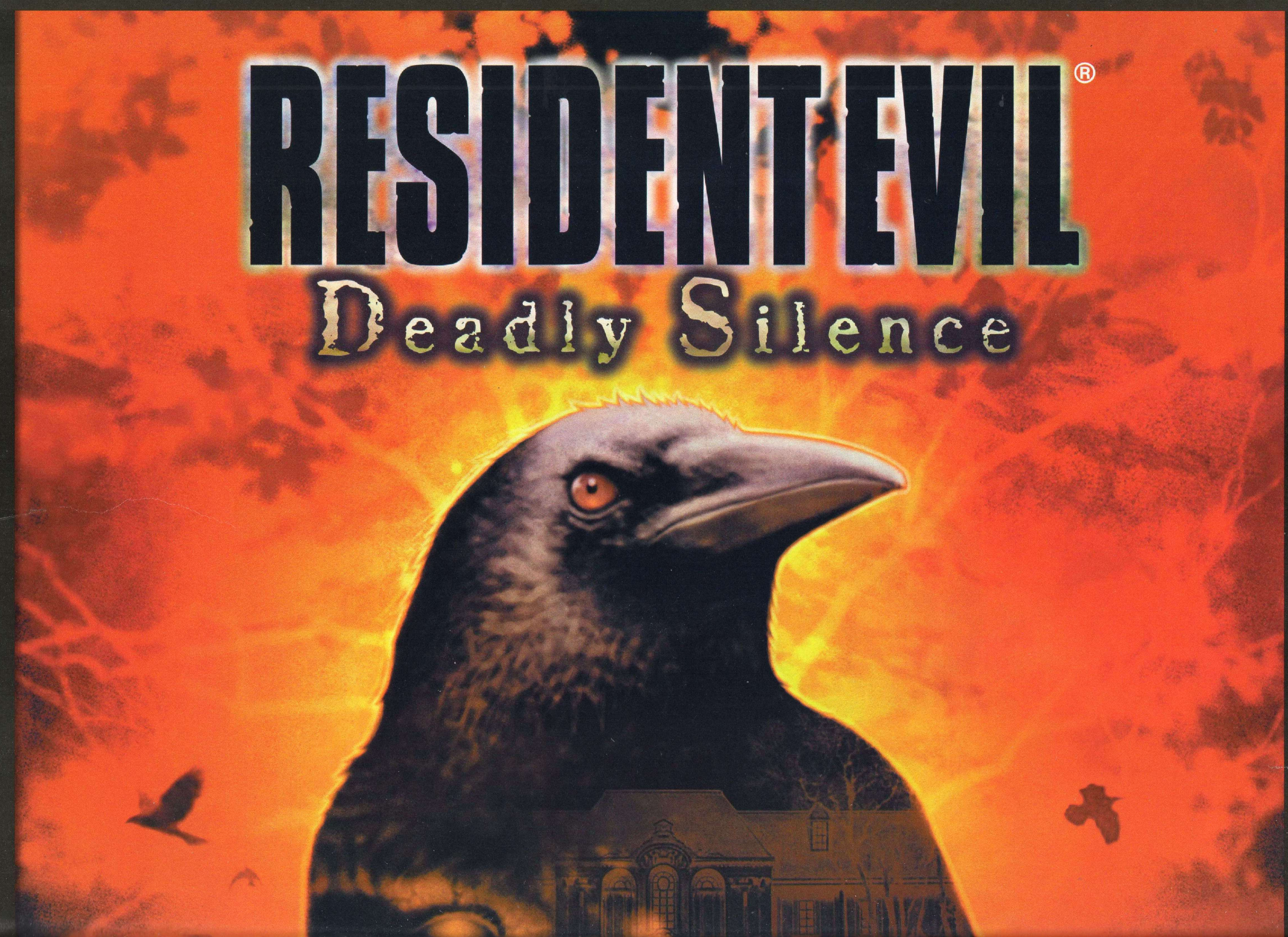
Torus Trooper
Fantastically cool Japanese shooter – imagine *F-Zero* with guns, played out on tunnels that look like what *The Matrix's* Neo would see if he stared straight up someone's bum. A game that everyone should play once.
http://www.asahi-net.or.jp/~cs8k-cyu/windows/tt_e.html

This is a picture of the ship that will probably end up killing you.

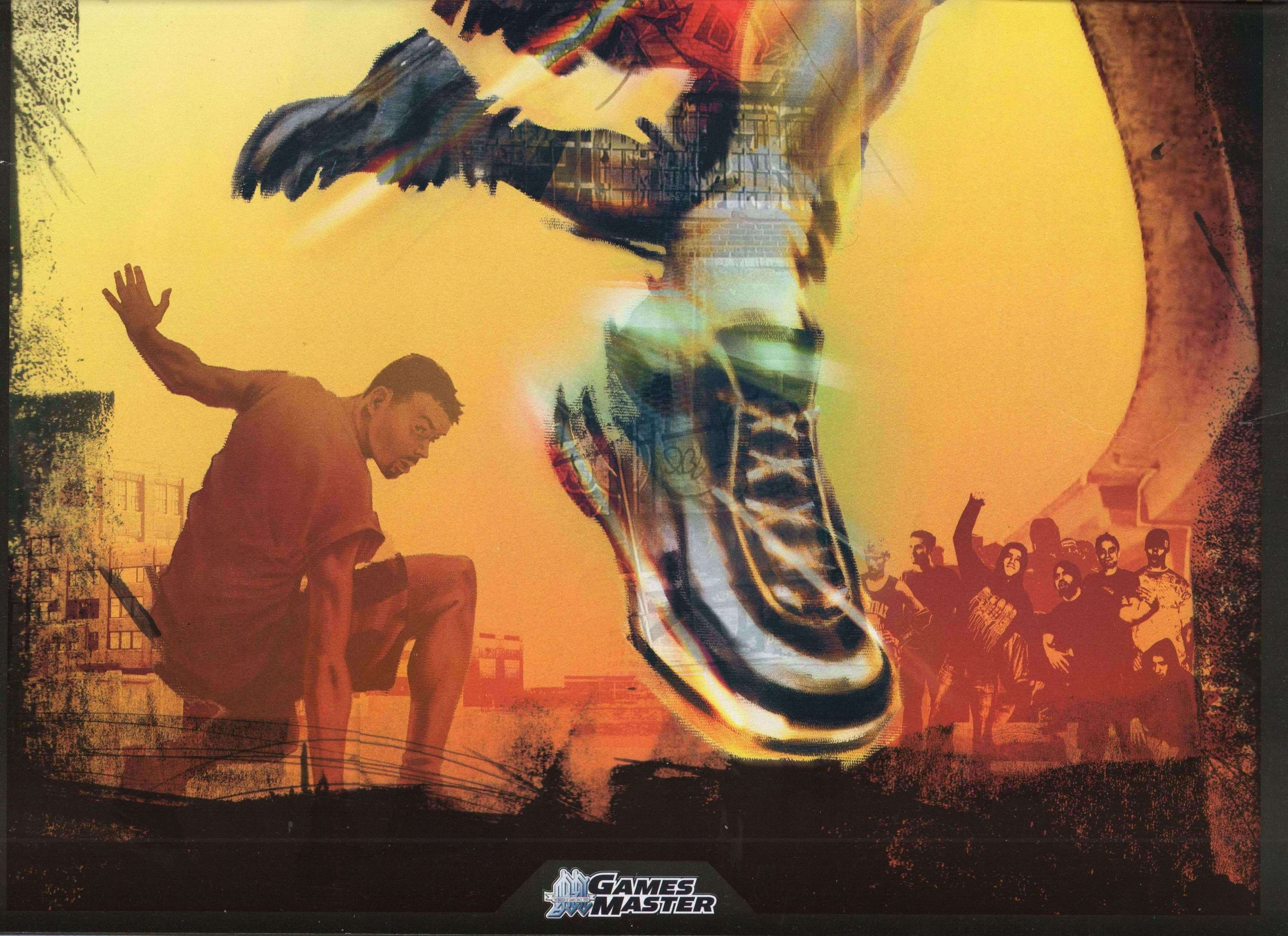
Warning Forever
Beauty-drenched and deceptively tactical shoot-'em-up from Japan – one spaceship, one ticking clock, and a non-stop procession of bosses constructed from LEGO-like bits and bobs. Surprisingly addictive, and pretty to look at, too.
http://www18.big.or.jp/~hikoza/Prod/

JETIX
If you like these...
LOOK!
ISSUE#19 STARRING...
SPIDEY
JAVA
THING
SONIC
AXEL
RAPHAEL
RANGERS
CHECK OUT MY NEW MOVIE INSIDE!
100% Official!
JETIX
magazine
Supplied by HMA, HP19 8DZ. Complies with the European Toy Safety Standard EN71. Warning! Not suitable for children under 36 months due to small parts. Recommended for ages 8 years and above. Please retain this information for future reference.
JETIX PULL-OUT SPECIAL!
POSTER MAG!
bonus!
12 PAGE Pull-out POSTER MAG Inside!
...then you need this!
NEW GAME!
POWER RANGERS
S.P.D.
Awesome new comic adventure!
Crazy Frog
2 FREE GIFTS!
WOW! Official Premier League Sticker Book!
MERLIN'S F.A. PREMIER LEAGUE 06
AUTOGRAPH EDITION
OFFICIAL STICKER COLLECTION
PLUS! Cosmic Crossbow!
BLAST rockets into space!
ISSUE 19 OUT NOW!

FIFA
Street 2
Exit
Bway


RESIDENT EVIL®
Deadly Silence

GAMES MASTER


GAMES MASTER

IT'S AWARDS SEASON AND THE WINNER IS...YOU!

TOTAL
FILM
The Ultimate Movie Mag
MARCH 2006 ISSUE 112 £3.50
FILM
Sexy
Inside!
Our red hot guide to new movie sauce
(may contain nuts)
With the deadly double of
Syriana & Good Night And Good Luck
ORGE CLOONEY
THE MOST
EROUS M
OOD

FREE!

4 ISSUES AND A MYSTERY DVD

When you subscribe to TOTAL FILM today!

THE ESSENTIAL GUIDE FOR ANYONE WHO'S PASSIONATE ABOUT MOVIES

Subscribing brings you...

- ▸FREE mystery DVD!
- ▸Four free issues
- ▸Exclusive coverline-free subscriber covers
- ▸Money-back guarantee

CALL 0870 837 4722 quoting X041

Lines are open Mon-Fri 8.00am-9.30pm, Saturday 8.00am-4pm

VISIT www.myfavouritemagazines.co.uk/X041

TOTAL FILM

Offer closes 31 March 2006

REVIEWS

✔ EVERY GAME ✔ EVERY FORMAT ✔ EVERY MONTH

KATH BRICE

REVIEWS ED

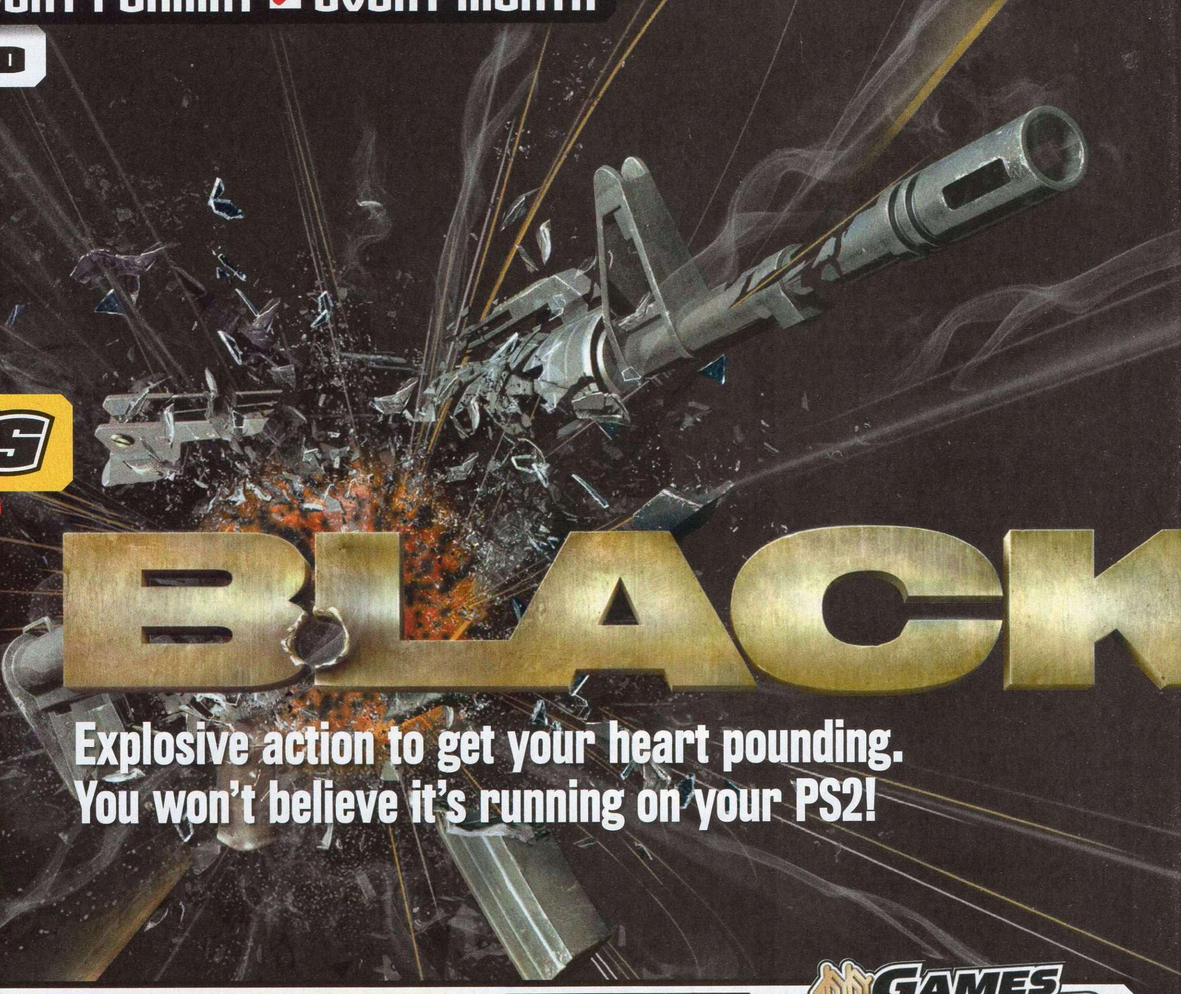
EA has been busy this month, showing everyone why they're the world's number one games publisher. We've got exclusive reviews of three of their latest – *Black*, *FIFA Street 2* and *Fight Night Round 3*. But they're not the only ones with great games – *24: The Game*, *Dead Or Alive 4* and *Metal Gear Subsistence* are also rated in this issue.

Even with the next generation of consoles taking up everyone's time, don't panic about a games shortage just yet – next month is looking like it'll be just as packed. I'll see you there...

GM REVIEWS GUARRANTEE

Only *GamesMaster* has reviews you can trust. This is why...

- We play and judge games on every format. We're not biased to any particular machine. We're just biased towards good games.
- We only review finished code.
- We only use expert, experienced game players who know what they're talking about.
- We're 100% independent and honest. If a game's bad, we'll say so.
- We show and tell you more about a game than any other mag or web site. No one else crams as much in.
- Games are expensive. We want to make sure you never buy a bad one.



Explosive action to get your heart pounding. You won't believe it's running on your PS2!

HOW GM'S REVIEWS WORK

Here's a guided tour around the only reviews you should trust.

Other Formats

What's it like on your machine?

XBOX	Link To The Past/Four Swords, The original Zelda co-op, in handheld form.	95%

The closest alternatives on yo

CUBE	Baldur's Gate: Dark Alliance 2	88%
PC	Final Fantasy X1	90%

Game not reviewed on your console? Check out this box to see how the other versions are coming on, or for the most similar game you can play on your machine right now.

It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

GRAPHICS: What does it look like? Does it move smoothly? Enough variety?

GAMEPLAY: Does the game work? Is it satisfying and fun to play, or a pain in the arse?

LIFESPAN: Is there enough of it? Will you be playing this title for months or mere minutes?

The best and worst things about the game dragged out and held at bullet point!

The final verdict in one snappy soundbite, with the only score that counts at its side. Remember: it's not an average!

JUDGEMENT

JEZ

GM LOVES

- The best co-operative game on the 'Cube and a perfect argument for connectivity
- Brilliant puzzles that aren't too difficult
- A cracking adventure for the single player

GM HATES

- It's a very expensive game to play properly - you'll need four GBAs and link cables for four players
- It looks like a GBA game a lot of the time

GRAPHICS 30%

Cute GBA-type sprites mixed with marvellous special effects.

GAMEPLAY 30%

Amazing co-operative gameplay and some ingenious puzzles.

LIFESPAN 30%

As a multi-player it could last for months, but not so long on your own.

OVERALL

89%

Play with three mates with GBA's, and you've got one of the best games on the 'Cube.

SHOULD YOU BUY IT?

BETTER THAN:.. Final Fantasy Origins, 83%
WORSE THAN:.................. Legend of Zelda: The Wind Waker, 97%
WAIT FOR:.................. The new 'adult' Zelda
BEST PRICE:........... £29.99, amazon.co.uk

REVIEWS • OUT: NOW • FORMAT: GC PRICE: £39.99 • DEVELOPER: NINTENDO • PUBLISHER: NINTENDO • SPECIAL: GBA, LINK CABLE • OTHER FORMATS: GBA • CALL: 01932 895390 • PLAYERS: 1-4

WHAT IS IT?

Brilliant puzzle-laden four-player Zelda action that uses GBA connectivity.

HOW IT PLAYS!

IN GAME CLIP: The first five minutes of play. Learn the ropes, kill monsters, burn grass!

Find out if the game's on your machine. We'll show every format it's set for, with the arrow showing you which version we've reviewed.

Your 'at a glance' guide to the game and its main features. First-person or third-person? How many levels? Bosses? You'll find it here.

Your instant look at some in- game action so you know how it plays. If it's a slower strategy game we'll show you how it all works.

Still undecided after reading the review? This box tells you about anything better or worth waiting for, and the cheapest place to buy it.

GAMESMASTER GOLD AWARD

GM's badge of gaming greatness is only given to classic games. If a game gets one of these it's an essential purchase.

THE SCORE

90 TO 100%
Tippety top cream of the crop. If you own the console, buy this!

80 TO 89%
A great game. If you like the sound of it, you should get it in.

70 TO 79%
Neat enough but a little lacking. Still, if you really must have it...

60 TO 69%
A game scuppered by an annoying flaw or two. Shame.

50 TO 59%
Above average but only just. Spend your cash elsewhere.

40 TO 49%
Quite simply not very good. We played it – we didn't like it.

30 TO 39%
Oh dear. Perhaps the programmers should play some 'games'.

20 TO 29%
What the...?! This looks awful and plays awful as well.

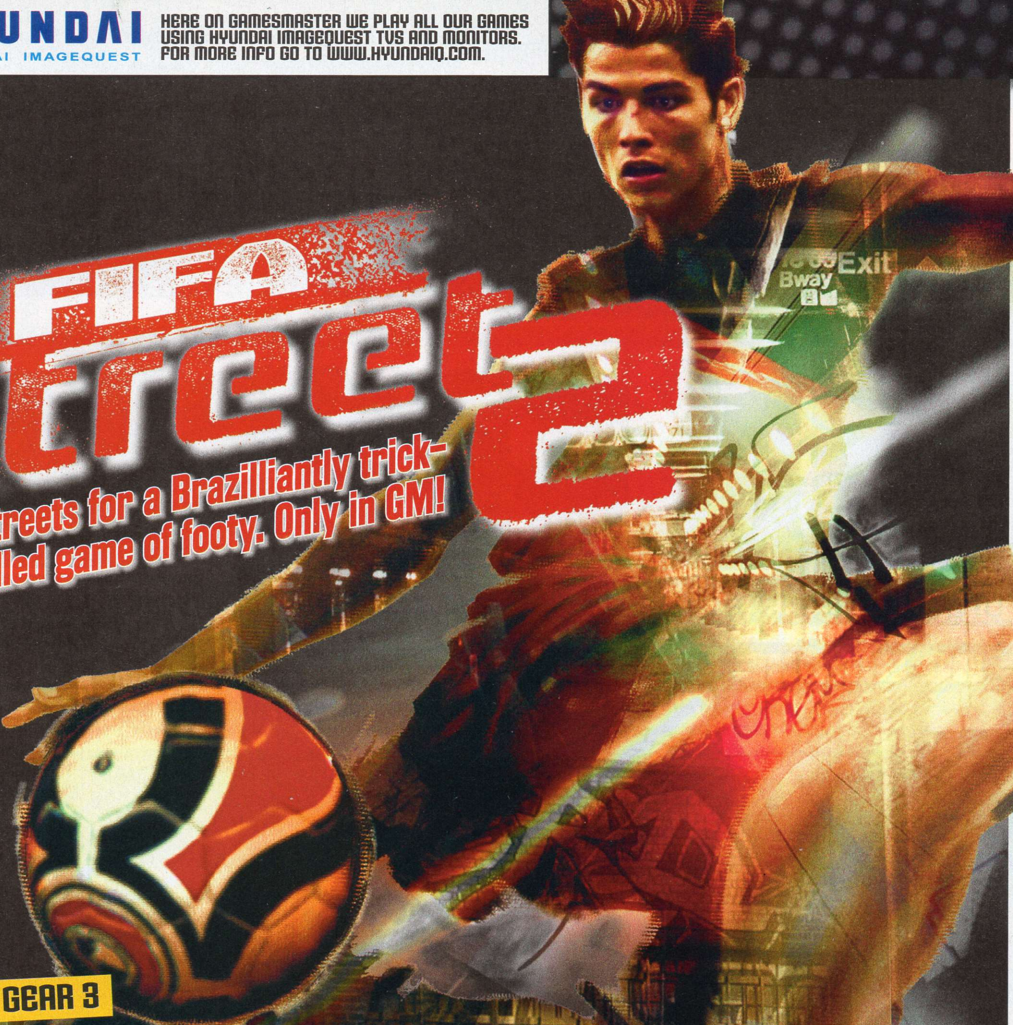
10 TO 19%
Not a videogame at all but a device of mental torture.

0 TO 9%
Like dangling your diddlies in a mincing machine.

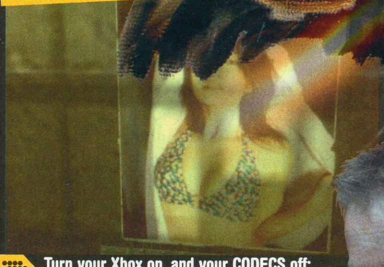
HYUNDAI
HYUNDAI IMAGEQUEST
HERE ON GAMESMASTER WE PLAY ALL OUR GAMES USING HYUNDAI IMAGEQUEST TVS AND MONITORS. FOR MORE INFO GO TO WWW.HYUNDAIQ.COM.

FIFA Street 2

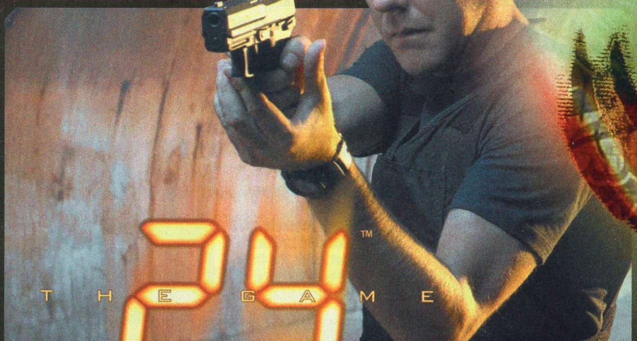
Hit the streets for a Brazilliantly trick-filled game of footy. Only in GM!



METAL GEAR 3

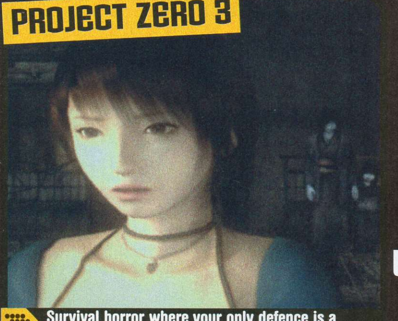


Turn your Xbox on, and your CODECS off: Snakes getting back to nature in *Subsistence*.



Another 24 hours and he *still* doesn't need to go to the toilet.

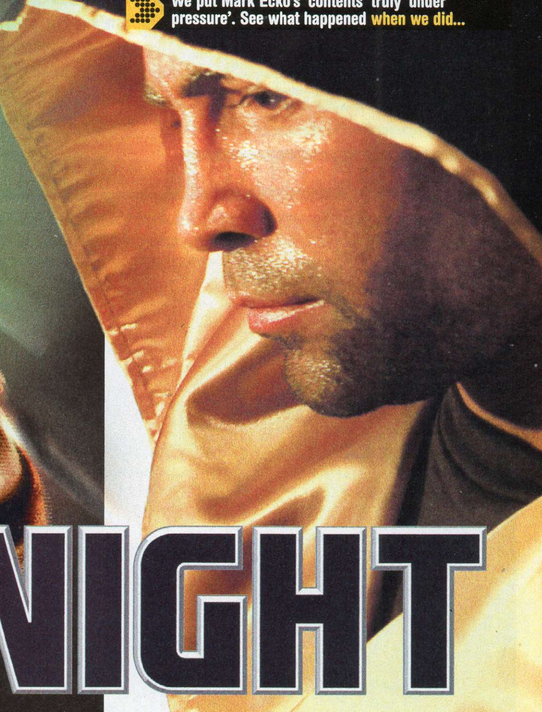
PROJECT ZERO 3



Survival horror where your only defence is a camera and an impressive cleavage. Be afraid.

FIGHT NIGHT ROUND 3

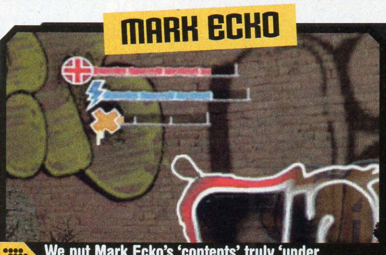
We get in the ring with the undisputed graphics champ for the world exclusive review!



A-Z REVIEWS INDEX

24: The Game PS2 74
ATV Offroad Fury 3 PS2 99
Black PS2 XBOX 64
Bloodrayne 2 XBOX 99
Castlevania: Curse of Darkness PS2 95
Dead or Alive 4 360 68
Dragonball Z: Supersonic Warriors 2 DS PSP 82
Exit PSP 97
FIFA Street 2 PS2 XBOX CUBE 78
Fight Night Round 3 360 86
Full Auto 360 76
Gauntlet: Seven Sorrows PS2 XBOX PC 71
High Seize NGAGE 94
Mark Ecko's Getting Up: Contents Under Pressure PS2 XBOX PC 77
Mega Man Battle Network 5: Double Team DS 85
Mega Man Maverik Hunter X PSP 99
Metal Gear 3: Subsistence XBOX 84
Metal Slug 5 PS2 XBOX 99
Namco Museum 30th anniversary PS2 XBOX CUBE 90
Pac-Man World 3 PS2 XBOX CUBE PC PSP 83
The Plan PS2 97
Project Zero 3 PS2 72
Rengoku: The Tower of Purgatory PSP 99
Rifts: Promise of Power NGAGE 98
The Rub Rabbits! DS 70
Rugby Challenge 2006 PS2 XBOX PC 99
Samurai Shodown 5 XBOX 83
Sega Casino DS 94
Sega Classics Collection PS2 91
Stubbs the Zombie PS2 XBOX 73
Street Fighter Alpha 3 Max PSP 71
Toca 3 PS2 XBOX PC 92
Tokobot PSP 85
Viewtiful Joe: Red Hot Rumble CUBE PSP 96
Zathura PS2 XBOX 98

MARK ECKO



We put Mark Ecko's 'contents' truly 'under pressure'. See what happened when we did...

- **OUT:** 24TH FEBRUARY
- **FORMAT:** PS2
- **PRICE:** £39.99
- **DEVELOPER:** CRITERION
- **PUBLISHER:** ELECTRONIC ARTS
- **ONLINE:** NO
- **SPECIAL:** NOTHING
- **OTHER FORMATS:** XB
- **WEB:** BLACK.EA.COM
- **PLAYERS:** 1

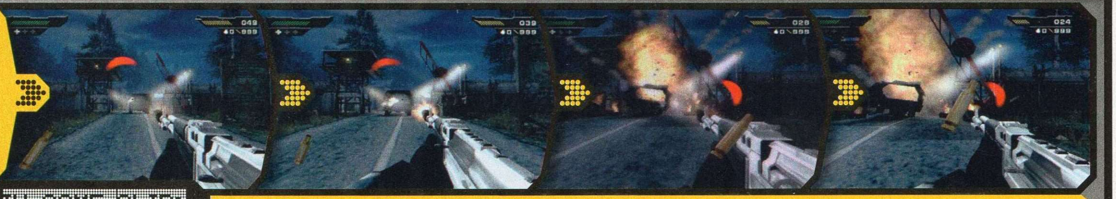
PS2
XBOX

WHAT IS IT?

PlayStation 2
BLACK
EA

The long-awaited first-person shooter from Criterion – the boys who brought you *Burnout*.

- Eight enormous levels
- More than a dozen weapons



IN-GAME CLIP:

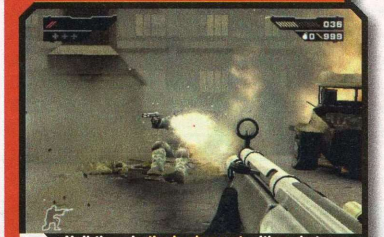
Instructed to 'infiltrate' the border, we decide to create a diversion first. By blowing up a truck.

BLACK

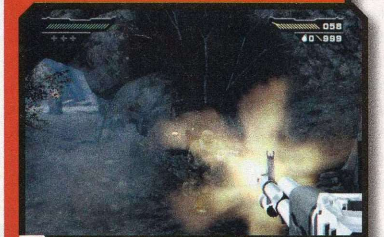
Forget pastels and red – *Black's* so this season...

THAT HURT

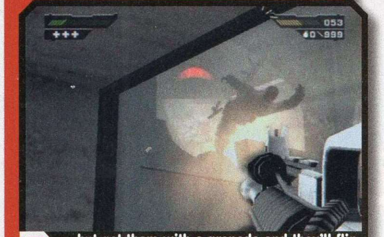
Enemies jerk and spasm when you really nail them with a prolonged burst of fire. You often won't notice – because the view'll be obscured by smoke – but it's a beautiful thing.



Nail them in the kevlar vest with a shotgun blast and they'll sail backwards satisfyingly...



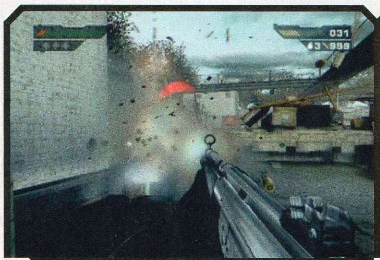
...hit specific body parts with bursts of fire and they'll crumple like a marionette...



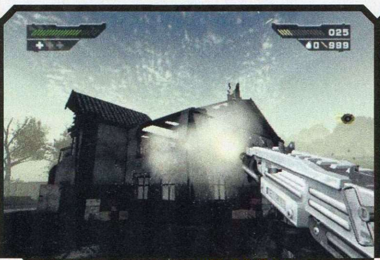
...but get them with a grenade and they'll flip through the air like a stuntman. Arooga!

NO SMOKE WITHOUT FIRE

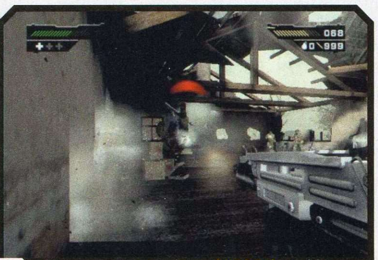
With *Black's* bigger guns, you'll have to struggle against the recoil to stay on target, so stay strong. Otherwise you'll see bullets just spraying all over the place – it's a nice, pretty effect, but pretty is not too useful in a fight.



Hold L1 and the camera zooms in, allowing for precision aiming. Prepare to fire.



It actually works better with daintier guns – and it isn't possible at all with the mighty SPAS-12.



Of course, you can always just let rip and hope for the best – as illustrated here.

Here's what *Black* isn't. It isn't an intricately plotted, dialogue-driven murder-'em-up. It isn't a startlingly original, spectacular new 'take' on the shooting-people genre. It isn't a novelty shooter where you play as a demented clown, taking down talking pigs with a rifle that fires evil thoughts and cocktail sticks. And no, it isn't a *Halo* or *Half-Life* beater.

What it is, is simple: indisputably the best solo first-person shooter on the PS2. And it rocks. It's tempting to put this down to technology – because, yes, compared to *Medal Of Honor*, *Killzone* and even *TimeSplitters*, *Black* is a shooty work of art. Every gun in the game chews through bullets like sweets, turning whatever they're fired at into a mess of splinters, smoke and shards of glass.

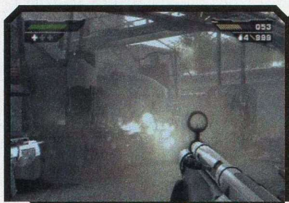
SHOT IN THE DARK

Almost everything can be shot, dismantled, damaged or simply machine-gunned into little bits, thanks to a game engine that's been under development for more than two years. Ragdoll physics mean that if you machine-gun a man in the legs, they'll buckle out from under him as his chin crashes to the floor. And, yes, the explosions are lovely, and give us that warm glowy feeling you only usually get from watching a Jerry Bruckheimer film. Though PS2's clearly feeling the strain these days, *Black* remains a technical bit of wizardry.

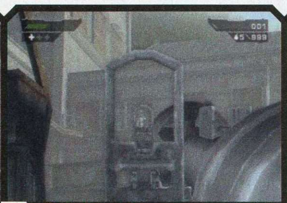
Beneath this, though, there's an expertly devised playing system, one that goes back to shoot-'em-up basics and adds a few special touches of its own. Jumping and climbing ladders are both out, meaning no awkward bits of getting

GUN-A-RAMA

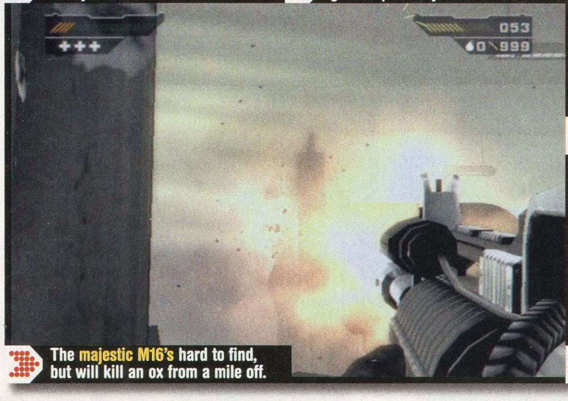
Forget lasers, plasma rifles and bricks – you won't be finding them here. Black keeps it real and sticks to proper special ops weapons to cause maximum damage and carnage. Like this lot (our favourite was the brutishly powerful M16).



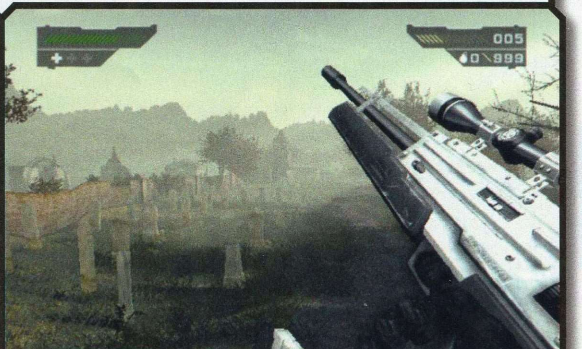
The MP5's your staple weapon – easily reloadable and accurate.



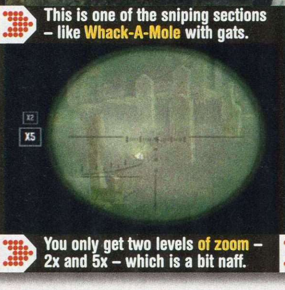
Rocket launcher ammo's scarce but good to put away rival rocket crews.



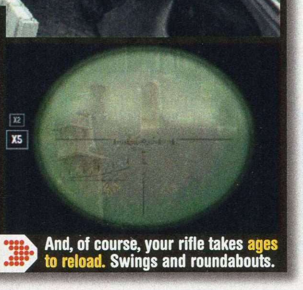
The majestic M16's hard to find, but will kill an ox from a mile off.



This is one of the sniping sections – like Whack-A-Mole with gats.



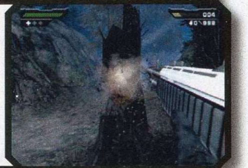
You only get two levels of zoom – 2x and 5x – which is a bit naff.

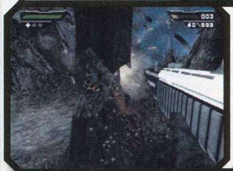


And, of course, your rifle takes ages to reload. Swings and roundabouts.

TREE TIME

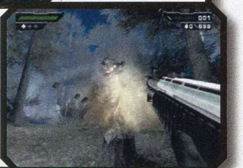
Just how destructible are *Black's* environments? We decided to find out, with the help of a SPAS-12 and an innocent tree.

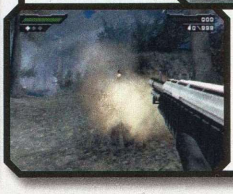




Our first blast takes off a sizable chunk of bark – the National Forestry commission would go mental if they found out.

A few more chunks and we're down to one spiky branch that will not die and the bottom bit of trunk, but then the tree stops exploding.

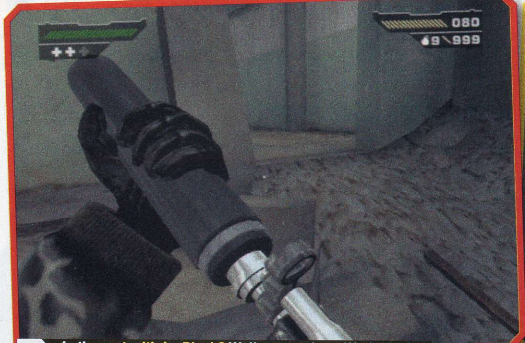




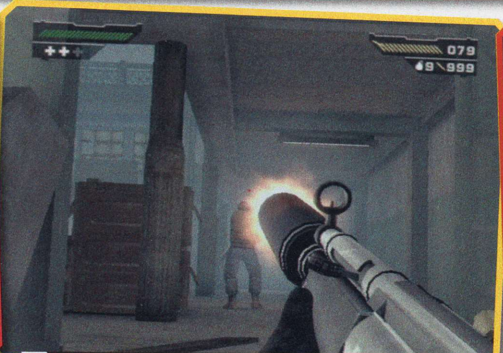
And even a massive grenade blast can't shift that difficult last bit of stubborn bark. A shame – but fun while it lasted.

QUIET!

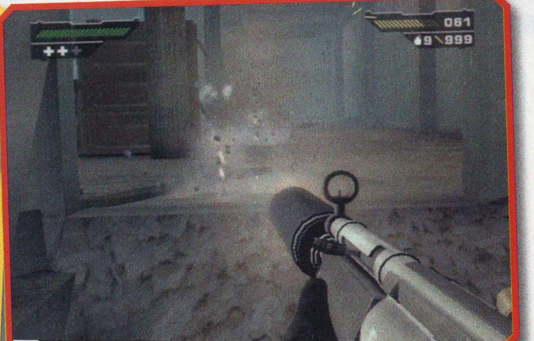
With so many first-person shooters including levels where you're forced to sneak around like a monkey in a nunnery, it was quite refreshing to spend all of *Black's* first level making more noise than the Berlin philharmonic. But then – erk – we found a silencer. And here's what happened.



Is there **stealth in *Black?*** Well, yes and no. We looked for an unsuspecting victim to find out what happens.



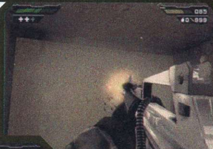
Bingo! We've capped a man in the back of the head with several hundred rounds of **suppressed MP5 fire.**

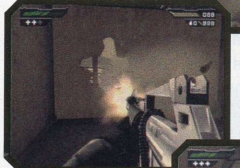


But – ah. You can **suppress a gun,** but you can't quieten down all the shattering glass and screaming it causes.

THE DOORS

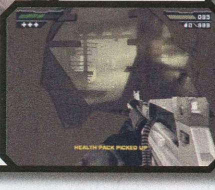
Spying a bit of manky looking plasterboard, we check our ammo supplies – loads – and give it a probing shot.





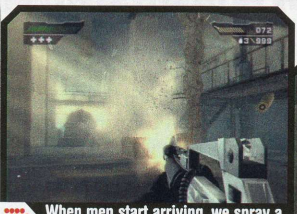
Success! The flimsy drywall's no match for our superior firepower and crumbles fast.

Ten seconds and 97 bullets later, we've made ourselves a perfectly serviceable exit.

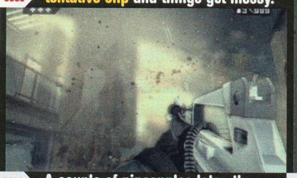


BOOM! SHAKE THE ROOM

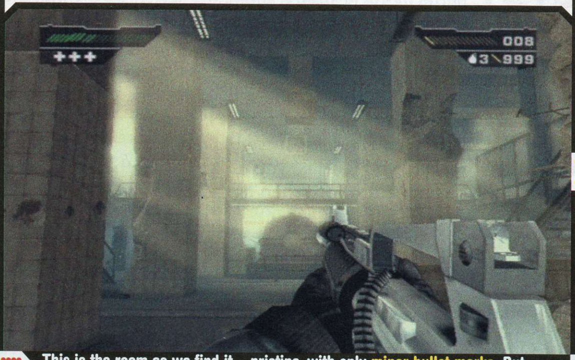
This is *our* idea of interior remodelling – with our trusty friend Mr M-16 and his little grenade-shaped pals. Watch the carnage.



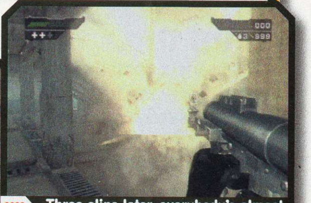
When men start arriving, we spray a **tentative clip** and things get messy.



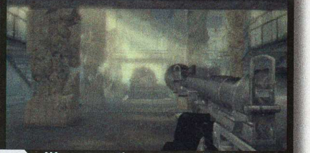
A couple of pineapples later, the smoke's starting to thicken.



This is the room as we find it – pristine, with only **minor bullet marks.** But some very unfriendly fire is soon going to change the atmosphere in this room.



Three clips later, everybody's almost dead, and the **plaster's really flying.**



We survey the carnage. Nothing a **bit of paint** won't put right.

> "IT'S BEEN PLAYTESTED TO DEATH, STRIPPED OF ANY CHAFF AND TIGHTENED UP"

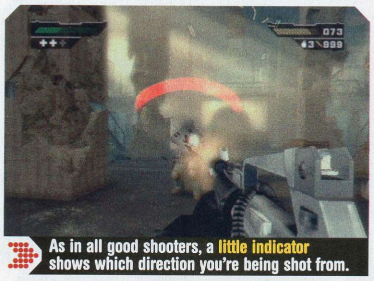
stuck on scenery. Levels are cleverly laid out to minimise backtracking and make moving forward easier – you'll often hop down a ledge and be unable to go back.

FIRE AT WILL

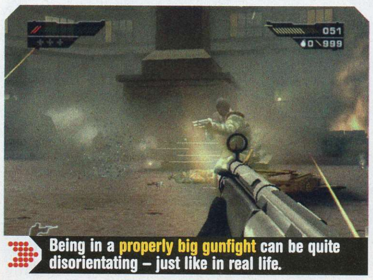
Shooting is all about moving decisively, staying near cover and giving it loads whenever a terrorist makes a break for it. Although accuracy pays, it seems a shame not to use all the ammo lying about. Grenades are lofted *Halo*-style, rather than charged up, which is awkward at first, but means laser-style precision when you've mastered the system. Health depletes quickly, but it's usually possible to keep a couple of top-ups in reserve, and dead soldiers usually drop jolts of the good stuff. Most importantly, though, there's a keen sense of what makes games *fun* – loads of bits that've obviously been playtested to death, stripped of any chaff and tightened up for some of the most drum-tight, fat-free gaming anywhere.

LEVELING UP

Some examples, then: after two enormous levels (the game's split into eight, which doesn't sound like a lot until you realise that each one takes over an hour to complete), you're starting to wonder if you'll ever get a go with a sniper rifle. Then you're forced to scurry down a ditch to a disused church, with rifle bullets pinging off the cover around you (quick aside here: long-range shots actually take a while to arrive, which is clearly wrong – you should get hit by high velocity rounds before you hear them – but helpful, because it gives you time to find cover). Once you're at the church, though, you ventilate the sniper with an entire clip of full-auto, and then the fun starts. Commandos assault from all sides in teams, forcing you to blast up the surrounding headstones and



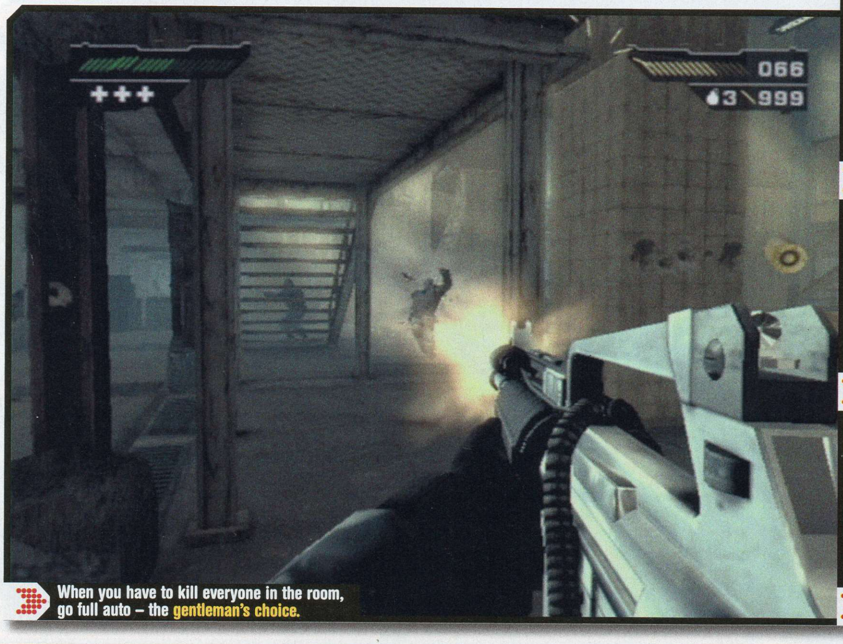
As in all good shooters, a **little indicator** shows which direction you're being shot from.



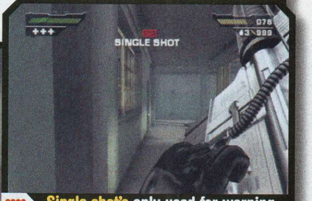
Being in a **properly big gunfight** can be quite disorientating – just like in real life.

SWITCHING TO FULL AUTO!

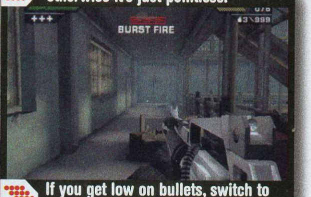
One of *Black's* more authentic touches is the fire selectors on the various guns. Illustrated just like they are on the real thing – with little red bullets – they give you a variety of options.



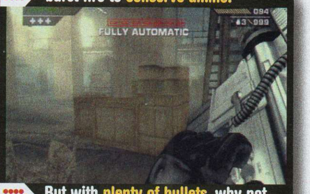
When you have to kill everyone in the room, go full auto – the **gentleman's choice.**



Single shot's only used for warning, otherwise it's just pointless.



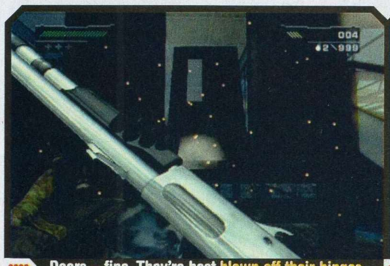
If you get low on bullets, switch to burst fire to **conserve ammo.**



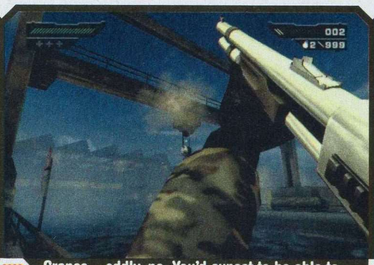
But with **plenty of bullets,** why not just go trigger-happy bonkers?

BOOM BANG-A-BANG

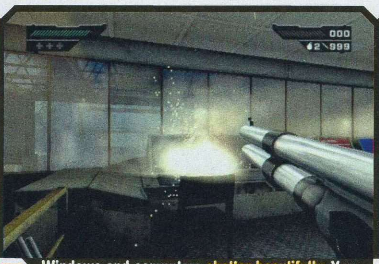
Okay, so we've dealt with trees, but can you actually destroy everything else in *Black*? Well, yes and no. We went out with a highly scientific trouserful of guns and a clipboard, to see what we could blow up. It was like a field trip, only super-violent.



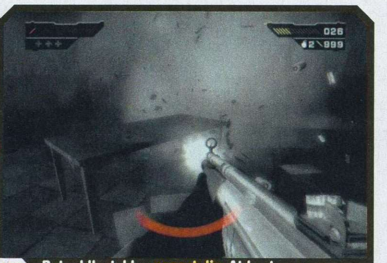
Doors – fine. They're best blown off their hinges with shotguns, which are plentiful.



Cranes – oddly, no. You'd expect to be able to drop them on guards' heads or something.



Windows and computers shatter beautifully. You can also 'do' the glass with a rifle butt.



But oddly, tables cannot die. At best, you can make them skitter across the room.

deprive them of cover. Miss one and they'll get inside the church – but thankfully, you've got a sidekick on hand to take out isolated raiders.

BOYS WILL BE BOYS

It's the perfect combination of difficulty and fairness – you'll only get killed if you're absolutely hopeless, leaving you free to get on with the fun of pinging balaclava-clad bad boys in the head from half a mile away. In later sections your sidekick makes another appearance, this time providing sniper backup as you take on the terrorists at close quarters. Again, it's a joyous feeling when you're being swarmed only to see the terrorists drop like flies.

Every level contains three or four perfectly-orchestrated moments like this, whether it's making a desperate dash down a rocket-splattered alley or machine gunning a room to bits in a tense close-quarters gunfight. *Black* guides you expertly through its set pieces, forcing you to do what it wants but constantly making you feel like you're the one in the driving seat. Even when it's holding your hand, you feel like you're fighting for your life.

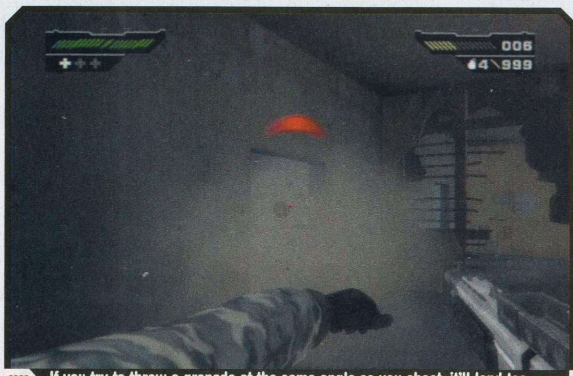
SEEK AND DESTROY

Black isn't without its disappointments, though. Most upsettingly, the destroy-anything physics engine isn't *quite* as comprehensive as advertised. So taking out terrorists' cover can be more trial-and-error than anything else. There's no real sense to what can be destroyed, either – doors, signs and barriers *can* be taken out, but cranes and tables can't. Later in the game, it starts to feel like this invincibility's spreading to enemy soldiers, too – as well as throwing more troops at you, *Black* makes them much, much tougher, so that they'll often take practically an entire clip to finish off.

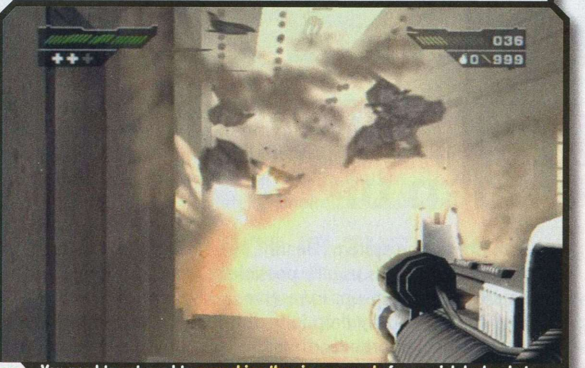
To be fair, they *are* wearing kevlar vests – and the system's obviously designed to encourage you to go for headshots – but it's a bit disheartening to get blasted by a 'shotgun bloke' while you're reloading after pouring 70 rounds of hollow-point into his groin. To make matters worse, checkpoints are absolutely miles apart and a single enemy can dish

LIMONKA!

Interesting bit of trivia – in Russia, grenades are nicknamed lemons, but in America they're known as pineapples. In France they're known as 'passion fruit', and in Germany they're called 'deadly sausages'. Okay, we made the last two up.



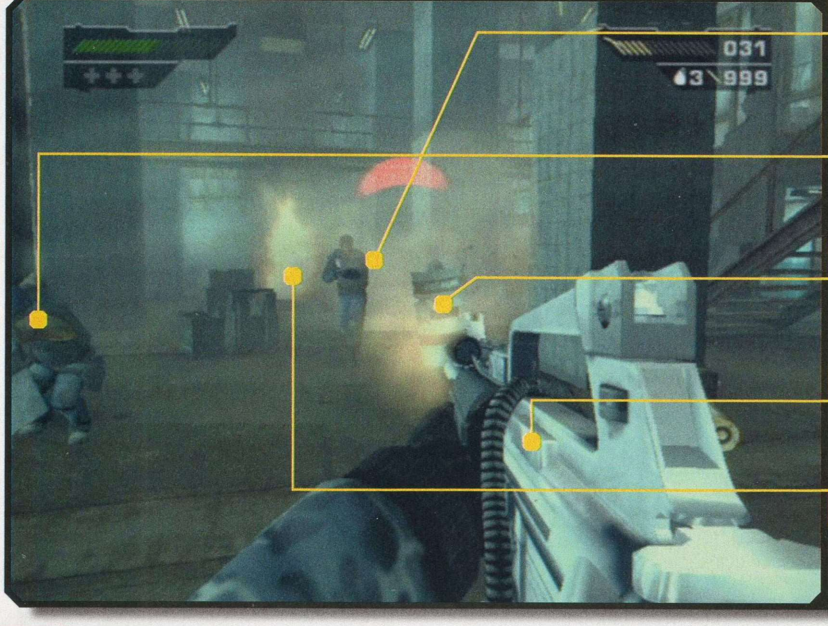
If you try to throw a grenade at the same angle as you shoot, it'll land too close and will blow you up, because the angle's all wrong.



You need to get used to wrenching the view upwards for a quick look – but when you do, the rewards are great. Look at that explosion!

WHO ARE THESE GUYS?

Who are *Black's* enemies? What's going on? And why are all these men in ski masks so incredibly resilient when you're shooting them in the legs, arms and crotch? We've got absolutely no idea, but let's see some of the nastier bad lads.



MR SHOOTY

Your basic grunt packs an AK-47 and a disgruntled attitude. He'll take about fifteen shots to 'do'.

MR TOUGH

'Shotgun bloke', as he's also known, soaks up bullets like a big kevlar sponge, and can kill you quick.

MR SHIELD

These chaps first pop up in the asylum level, encouraging you to waste ammo on their shields.

MR M-16

Okay, so that's actually just our pet name for our enormous machine-gun. It's a beauty.

MR DEAD

There was another bloke over here, but he was standing a bit too close to an oil barrel. He's gone now.

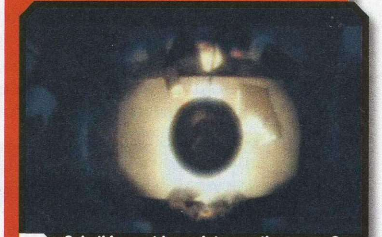
Other Formats

What's it like on your machine?

XBOX Just as good, but sterner competition from *Halo* and *Call Of Duty* make *Black* less of an essential purchase. If you've got a 360, you'd do well to try *Perfect Dark Zero* (85%).

SMOKING!

Black's grainy cutscenes are rubbish. If *you'd* like to pretend you're a 'Black Op', why not get your mum to blow smoke in your face as she shows you photos of yourself. It's fun!

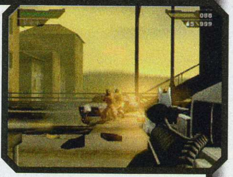


Ooh, this must be an interrogation room. Or maybe it's Criterion's meeting room.

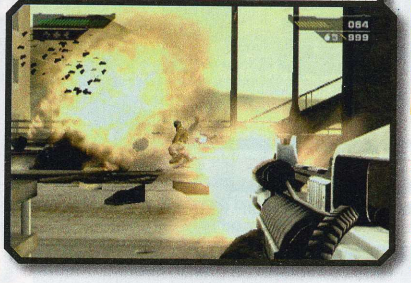
This stressed-looking chap is you. Or perhaps one of the programmers.

And what's this? A photo? It puts *Metal Gear Solid* to shame. Can we shoot stuff yet?

IDIOTS!

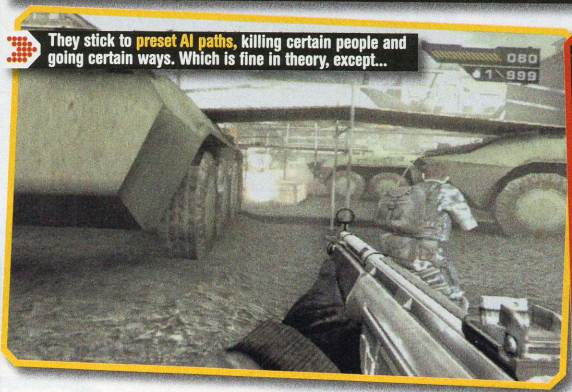


Like all trained special-op terrorists, *Black's* villains are absolute clods. Or at least, that's why we assume they keep standing next to disused cars that are *still full of petrol*.

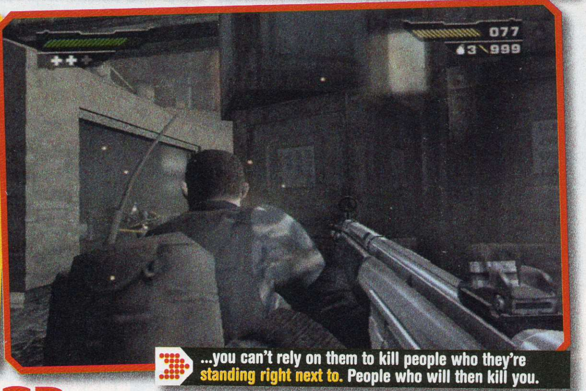


WITH FRIENDS LIKE THESE...

Actually, *Black's* AI gang aren't too bad – they don't complain if you shoot them.



They stick to preset AI paths, killing certain people and going certain ways. Which is fine in theory, except...



...you can't rely on them to kill people who they're standing right next to. People who will then kill you.

> "YOU GET BLASTED AFTER POURING 70 ROUNDS OF HOLLOW POINT IN HIS GROIN"

out serious damage, so one moment of carelessness can mean 20 minutes of backtracking. Added to which, of course, there's the fact that you'll *inevitably die* from trying to scoot through the bits you've done too fast, because *Black* really isn't the sort of game where you can get through with quick reflexes and accurate shooting – unless you take things slow and steady from cover, you'll get surrounded and ripped to shreds.

LOST THE PLOT

And as *Black's* definitely designed to be all about shooting rather than plot, why bother with plot at all? The grainy, *24*-lite FMV interludes between levels kill the atmosphere stone dead, and you're not even allowed to skip them.

Let's face it, though – we're being picky, and more than a little unfair. Whether you look at it as a stunning technical achievement or a sterling example of what games are supposed to be like, *Black* easily beats off all competition to the PS2 FPS throne.

Oh, and for those who complain that it all feels a bit soulless, check this out: when you throw a grenade, the opposition yell 'Limonka!' – which is Russian for lemon, and common terminology among Eastern-block special ops. Sheer class. GM

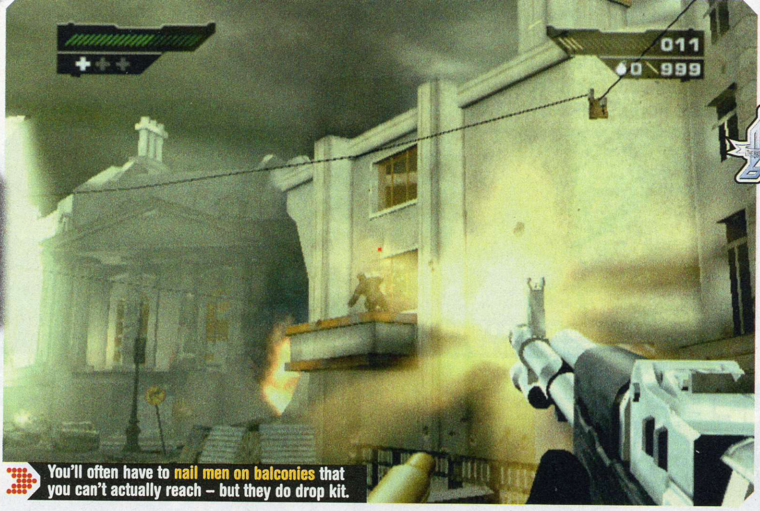
CROSS IT

Black's **toughest section sees you trying to cross a bridge. It's full of bad men and there's nowhere to hide. Nasty.**

On the plus side, the bad lads tend to shelter behind big metal things full of petrol so you'll know where to find them...

...but on the minus side, they've rigged the entire structure with tricky-to-spot mines. Bugger. This isn't going to be easy.

It took us five goes – by the last one we were ready to hurt people in real life. Then we had Horlicks and everything was okay again.



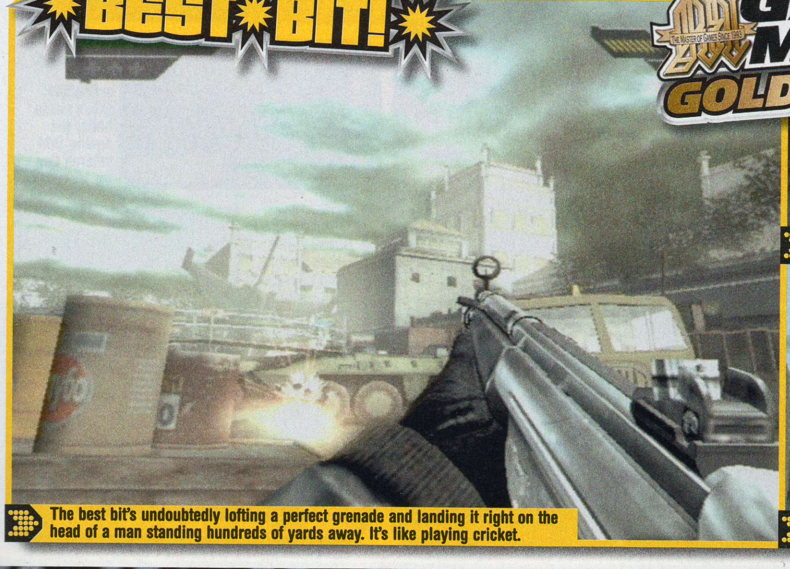
You'll often have to nail men on balconies that you can't actually reach – but they do drop kit.

HANG ON

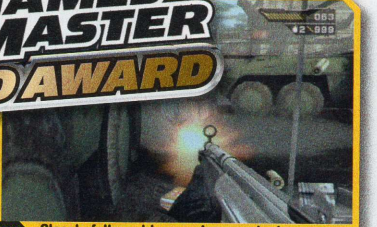
One nice touch is that, if you shoot a man on a ledge, he'll fall off... *then grab on and pull himself up.* You need to shoot him some more, really quickly, so that he dies properly. Genius!

BEST BIT!

GAMES MASTER GOLD AWARD



The best bit's undoubtedly lofting a perfect grenade and landing it right on the head of a man standing hundreds of yards away. It's like playing cricket.



Closely followed by mowing people down as they flee cover because you've blown it up.

And those little moments of calm before everything goes off – it's like Beethoven.

JUDGEMENT

JOEL

GM LOVES	GM HATES
+ Breathing a sigh of relief after a whopping great gun fight... + ...then waiting for the smoke to clear and surveying the carnage you've created	- Seeing a terrorist get up after an absolute trouserful of heavy weapons fire - Restarting just before a checkpoint and trudging through the level again

GRAPHICS 91%

Clean and sharp, with the best blow-up-everything-in-sight physics on PS2.

GAMEPLAY 90%

Relentlessly shooty, but flawlessly done, especially the close-quarters stuff.

LIFESPAN 88%

We'll give it a shot on Special Ops mode, when our thumbs recover.

OVERALL

90%

Solid, satisfying and enjoyable, *Black* might give you tinnitus but it's worth it.

SHOULD YOU BUY IT?

BETTER THAN: Medal Of Honor :EA, 78%
WORSE THAN: Halo 2, 95%
WAIT FOR: Killzone 2, TBC
BEST PRICE: £29.99, amazon.co.uk

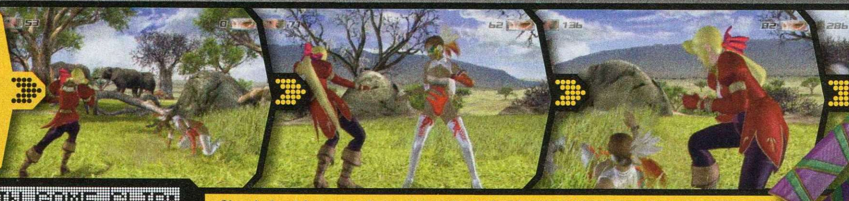
OUT: NOW • **FORMAT:** XBOX 360 • **PRICE:** £44.99 • **DEVELOPER:** TEAM NINJA
PUBLISHER: TECMO • **ONLINE:** VS MODES • **SPECIAL:** PHOTO MODE
OTHER FORMATS: NONE • **WEB:** WWW.TECMOGAMES.COM • **PLAYERS:** 1-8

XBOX 360

WHAT IS IT?

The sixth (no, really) iteration of the breast-obsessed beat-'em-up, featuring fast action and some massive, multi-tiered combat arenas.

- 21 characters
- Survival and time trial modes



IN GAME CLIP:

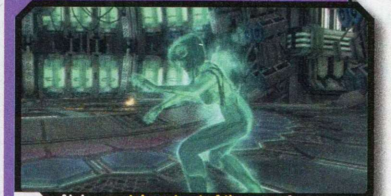
Classic beat-'em-up scissors/paper/rock that is throw/counter/block, starring women.

DEAD OR ALIVE 4

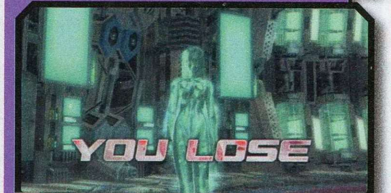
Calm down ladies, it's only a game...

GRRRRRR

Evil science clone creature Alpha-152 is the last boss for most characters. She's a nasty, merciless, cruel slag of an adversary. You'll come to despise her in record time, too – why do beat-'em-ups insist on doing this? *DOA3* and *Tekken 5* did a similar thing, forcing you to face off against bosses that are a virtual brick wall that flings the application of skill back in your face. Beat-'em-up developers – do you really dislike us this much?



Alpha can teleport out of the way of your attacks, and appear directly behind you. Cow.

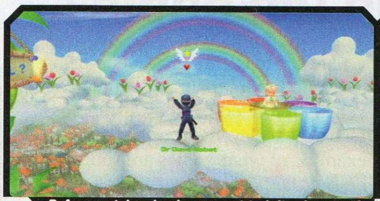


And some of her throw/counter techniques can decimate your energy. SCUMGIRL.

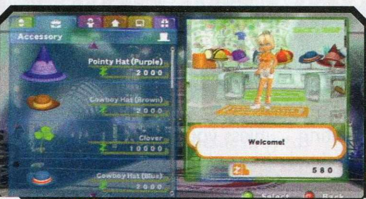
Beat her, however, and you'll punch the air like a champion shadow boxer.

VIRTUAL FIGHTER

The online component of *Dead or Alive 4* is pretty comprehensive, and offers a lot for Live players to get their teeth into. Be warned, though – totally lag-free games are a fairly rare sight.



Before matches begin, you get to loiter in one of a handful of cute lobbies like this one.

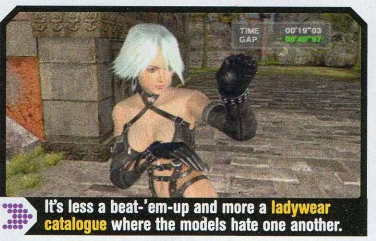


Your lobby avatar can be customised heavily, using cash from fights you've won.

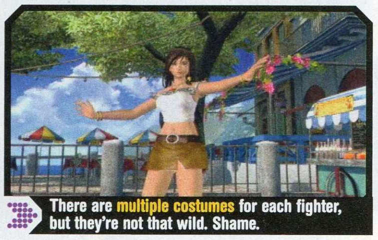
You'll spend plenty of time just watching others scrap, too, while waiting for your turn.

Way back in the mid-90s, *GM* and friends were major beat-'em-up fans. *Street Fighter 2, King of Fighters, Fatal Fury, Samurai Shodown, Art of Fighting* and about a million 2D knock offs of those games – we played them all, a lot. We weren't the best, though. That accolade fell to one of our friends who – let's call him Stupidhead, to protect his identity – we could never, ever beat. He was good, true, and you could learn from him, but playing him wasn't so much fun as just plain irritating. Playing *Dead or Alive 4*, has transported us back to these frustrating days, as if Tecmo has managed to reverse engineer his DNA, and inject it into the AI for this 360 beat-'em-up.

There's no Easy mode; you've got Normal, Hard or Hardest. Your first match will likely end with a little bit of disbelief, as you reel from an 11-hit combo and a series of unforgiving counters. If you don't intend taking *DOA4* online and tend to enjoy fighting games where you can just have fun jabbing the buttons – see *Soul Calibur 3* – then it's not for you. *DOA4* isn't a game that wants you to have fun, but that's not to say it can't offer any enjoyment. It's a game that wants you to try harder, all the time.



It's less a beat-'em-up and more a ladywear catalogue where the models hate one another.



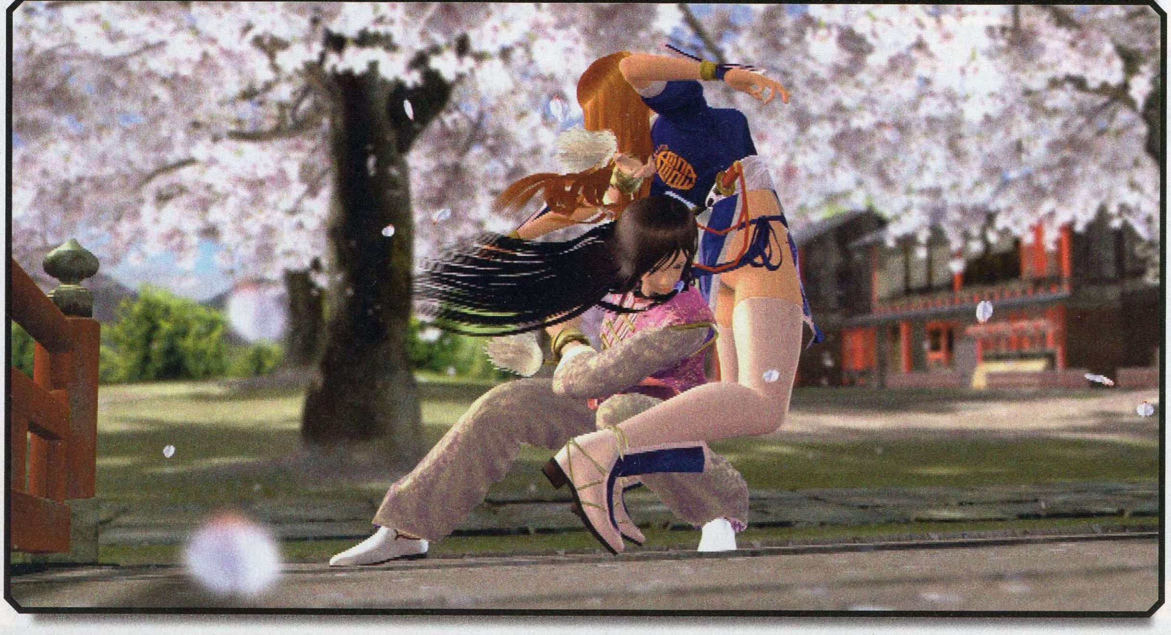
There are multiple costumes for each fighter, but they're not that wild. Shame.

LADY KILLER

Don't be put off too quickly, though. Admittedly, *DOA4* is hardly a genre-quaking evolution. Despite the modified move lists and the introduction of a handful of new characters, this is still typical *DOA*, from its dependence on counters to its incredible ending movies. It's fast, it's punchy, it's chaotic and it's pretty. It's the clothes and the environments that are the stars – the

PICTURE IMPERFECT

Like *PGR3*, *DOA4* allows you to take photos of the action. Unlike *PGR3*, you can only do it in 'Watch' mode, while ogling two CPU characters scrapping. You position the camera where you like, too, but you can only take snaps when the action's in motion. Boo.



NOOBS

New guy Brad Wong practices drunken style kung fu, a wild and welcome addition to the mix.

Eliot is a British schoolboy who's out to batter the ageing *DOA* veteran Gen Fu.

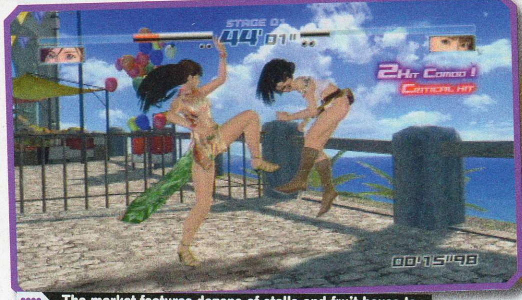
Okay, here I go!

Kokoro is a Hitomi-a-like whose twitchy, blunt fighting style reminds us of Akira from *Virtua Fighter.*

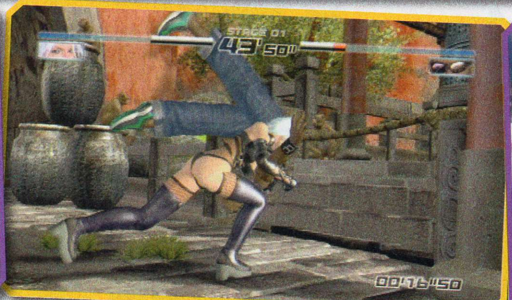
La Mariposa likes Capoeira. And who is she under that mask? You may already know...

STAGE HANDS

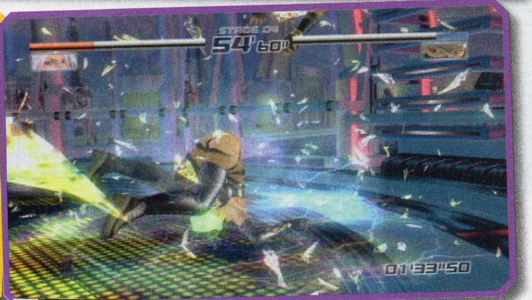
As is a *DOA* hallmark, the battle arenas are huge and multi-roomed, allowing players to thump each other from one area into another, over a ledge or down some stairs. You'll be surprised just how much there is tucked away in each stage...



The market features dozens of stalls and fruit boxes to upset. Keep an eye out for **the balloons...**



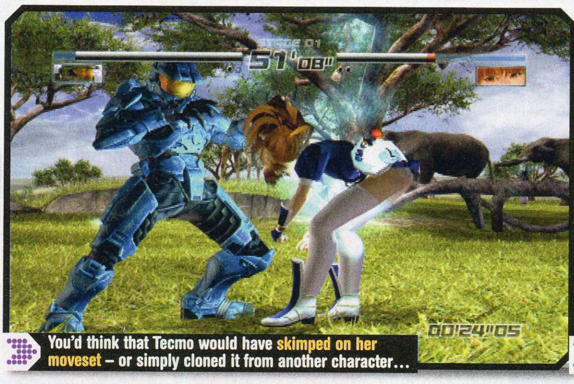
The temple has **several staircases** to do some backbreaking bonus damage. And baboons.



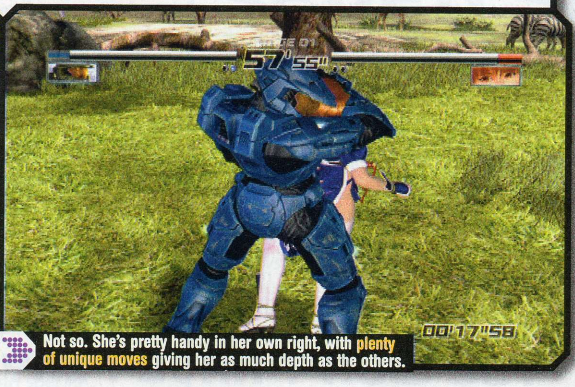
'Danger Zone' stages also return, featuring hazardous floors or walls that can cause extra hurt.

MISTRESS CHIEF

She's hardly a secret, but unlocking her takes a fair amount of effort – the female SPARTAN, taken from the *Halo* universe, is a neat little inter-franchise bonus that also unlocks a themed stage for you to fight in. Watch out for those plasma grenades...



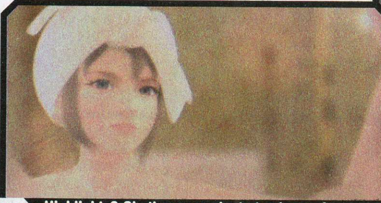
You'd think that Tecmo would have **skimped on her moveset** – or simply cloned it from another character...



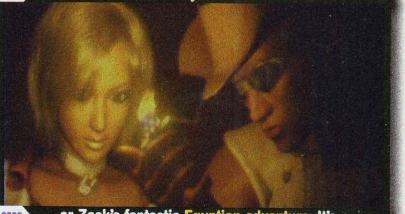
Not so. She's pretty handy in her own right, with **plenty of unique moves** giving her as much depth as the others.

END GAME

The ending sequences are a spectacle, as much as we've come to expect.



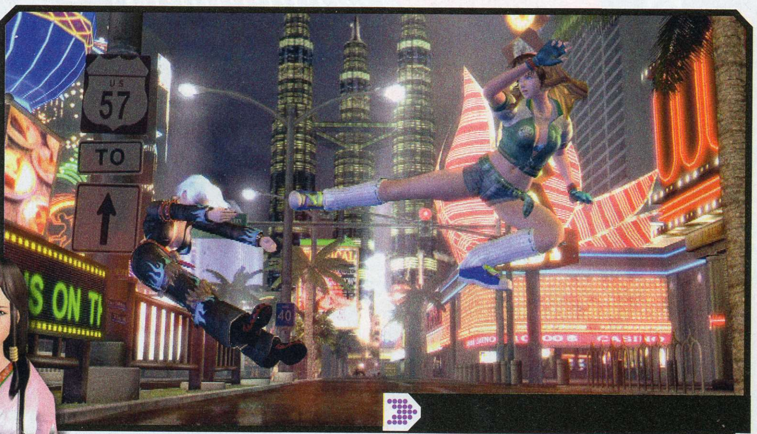
Highlights? Oh, there are plenty to choose from Such as Hitomi's **barmy breakfast** antics...



...or Zack's fantastic **Egyptian adventure.** It's nonsense, but completely brilliant nonsense.

fighters themselves still look like weird plastic children, but their movement and detail of their outfits make for an impressive flourish to the rapid-fire combat. The arenas are wide and filled with props that you can splatter your opponent into or over – following up with the new barrier-vaulting move as you keep the pressure on. Then there's the significant numbers of sub-areas that your scrap can spill into. They're good looking, and often make little sense (such as the arena packed with dinosaurs) but make for fine boxing rings.

Take the game online or indulge in multi-player, and all the trickiness of the single-player modes melts away, and you're left with a straightforwardly entertaining experience – swift, furious scrapping where your ability to perform counters, which are pretty simple, is the key to success.



FIGHTING FIT

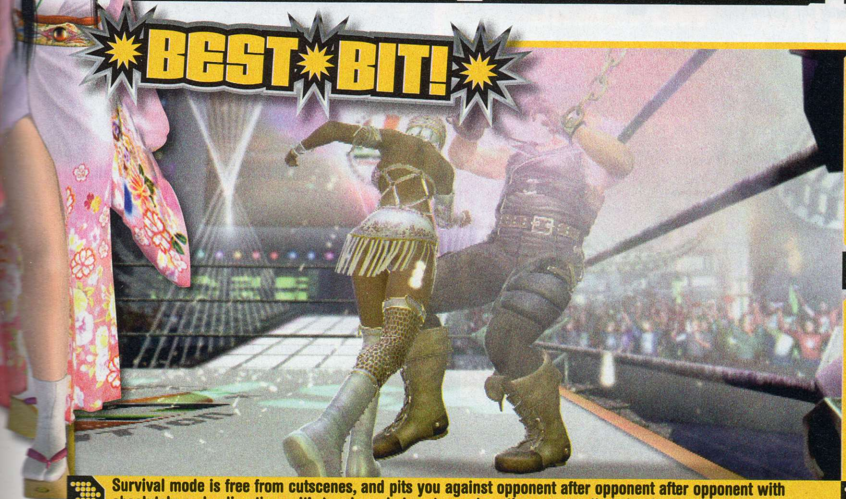
It's not as deep as *Virtua Fighter 4 Evo* and it's not as accessible as *Soul Calibur 3*, but it's still a colourful lot of cathartic violence that's very easy on the eye. And, yeah, ultimately, it's like the truly irritating friend that never, ever goes easy on you. But, just like beating Stupidhead, when you finally do get skilled enough to keep up, it feels so very good. GM

Other Formats

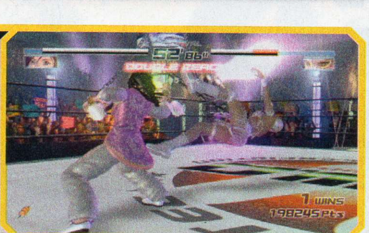
The closest alternatives on your console:

XBOX	Dead or Alive 3	90%
PS2	Tekken 4	85%
CUBE	Soul Calibur 2	91%
PC	Ragoll Kung Fu	N/A

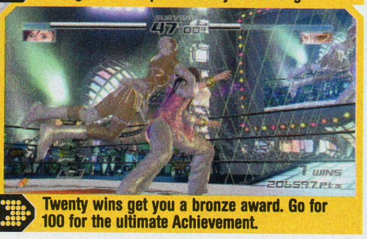
BEST BIT!



Survival mode is free from cutscenes, and pits you against opponent after opponent after opponent with absolutely no loading times. It's tough, and almost as exhausting as actually being in the ring.



The only problem is, the background never changes. You're permanently in the ring.



Twenty wins get you a bronze award. Go for 100 for the ultimate Achievement.

JUDGEMENT

STEVE

GM LOVES

- + The detailed online mode
- + The speedy, punchy combat
- + Those fantastic and barmy ending sequences

GM HATES

- – The lag that seems to cripple online battles
- – That you have to be great at it to wring out its true enjoyment
- – Alpha-152. This last boss from hell hates you

GRAPHICS 90%

Sharp, slick, shiny, detailed – it's typical *DOA*, but bigger and snazzier.

GAMEPLAY 84%

Speedy and demanding. Ultimately not as good as its rivals, but still enjoyable.

LIFESPAN 88%

Plenty of modes, both online and off, that'll take a good long while to master.

OVERALL

85%

Doesn't redefine the beat-'em-up, just turns it up a notch in terms of looks and grace.

SHOULD YOU BUY IT?

BETTER THAN: Fight Club, 48%
WORSE THAN: Soul Calibur 2, 91%
WAIT FOR: Virtua Fighter 5, summer
BEST PRICE: £39.99, amazon.co.uk

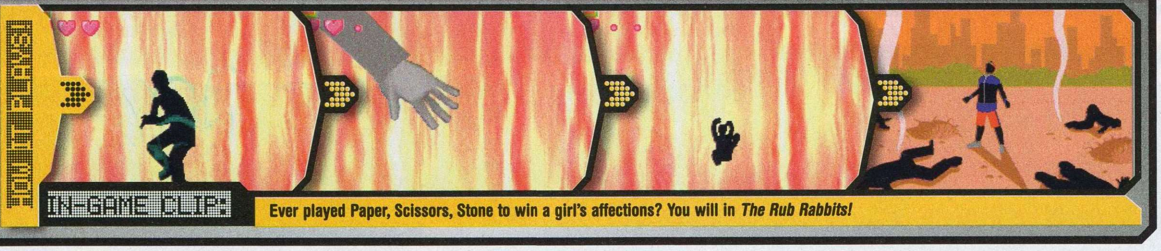
OUT: 10TH FEBRUARY • **FORMAT:** DS • **PRICE:** £29.99
• **DEVELOPER:** SONIC TEAM • **PUBLISHER:** SEGA • **ONLINE:** WIFI COMPATIBLE
• **OTHER FORMATS:** NONE • **WEB:** WWW.SEGA.COM/GAMES/GAME_TEMP.PHP?GAME=RUBRABBITS • **PLAYERS:** 1-4

DS

WHAT IS IT?

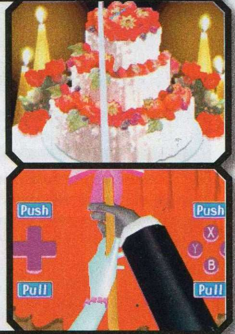
The sequel to DS launch game Project Rub, it's another collection of lovey-dovey mini-games.

- Over 35 mini-games in Story mode
- 6 multi-player games

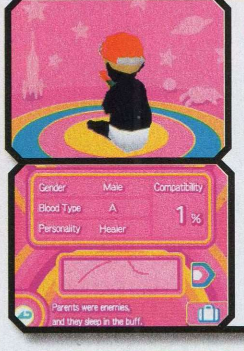


IN-GAME CLIP: Ever played Paper, Scissors, Stone to win a girl's affections? You will in *The Rub Rabbits!*

BABY MAKING



A good excuse to talk to members of the opposite sex if nothing else, the Baby Making mini-game gets you to cut a wedding cake with your partner. A good straight cut down the middle is apparently a decent indication of whether you get along.



Disturbingly, this results in a baby being born. With a wise adage to go with it – in our case 'parents were enemies and they sleep in the buff'. A good introduction to how most babies are born then. You can save your baby and even let it meet other people's babies using WiFi.

THE RUB RABBITS!

Love really is just a game...

Rub Rabbits' predecessor, *Project Rub* stood out on the DS because it was the first game to properly use all the format's capabilities. Up against the likes of *Mario 64* it was genius, making you extinguish birthday cake candles by blowing into the microphone and stroke goldfish with the stylus among other, slightly bizarre, things.

With more than a passing resemblance to *Wario Ware*, both games are a collection of mini-games. *The Rub Rabbits!* continues the first game's storyline of trying to get the girl – this time you have to beat off 12 love rivals (wouldn't you just move onto someone a bit easier?) as well as fight off the advances of another girl who has a crush on you (she'll do!).

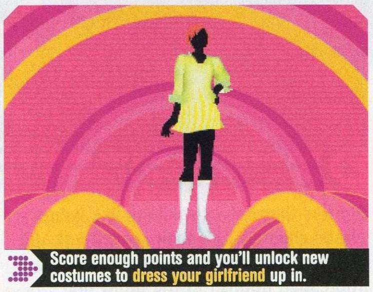
This main Story mode isn't where you're likely to spend most of your time, though. Some of the mini-games within it are fun, but many of them are infuriating – and you often have to do them over and over again to pass the stage, as they get increasingly harder.

BUNNY GIRLS

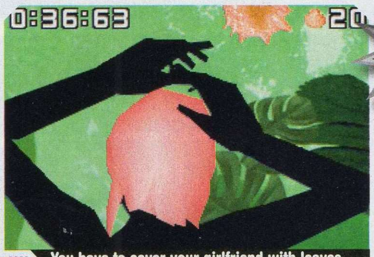
Memories mode is better, as you can play all the games in Story mode and more for points. There are a couple of multi-player modes – Baby Making and Hullabaloo – that are actually a lot of fun. We guarantee you won't have played anything like it in any other game. Taking Baby Making, for example. In that, you and someone else answer a few compatibility questions then attempt to cut a wedding cake in order to make a baby. Your baby then stays on your DS – the way it turns out depends on how well the DS thinks you get on with your lover.

It's barmy, which is no bad thing. But now it's later in the DS's life, *The Rub Rabbits!* doesn't feel as special as *Project Rub*. It's novel but limited. GM

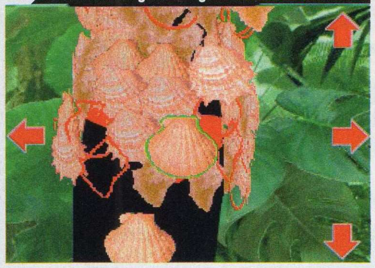
> "YOU WON'T HAVE PLAYED ANYTHING LIKE IT BEFORE"



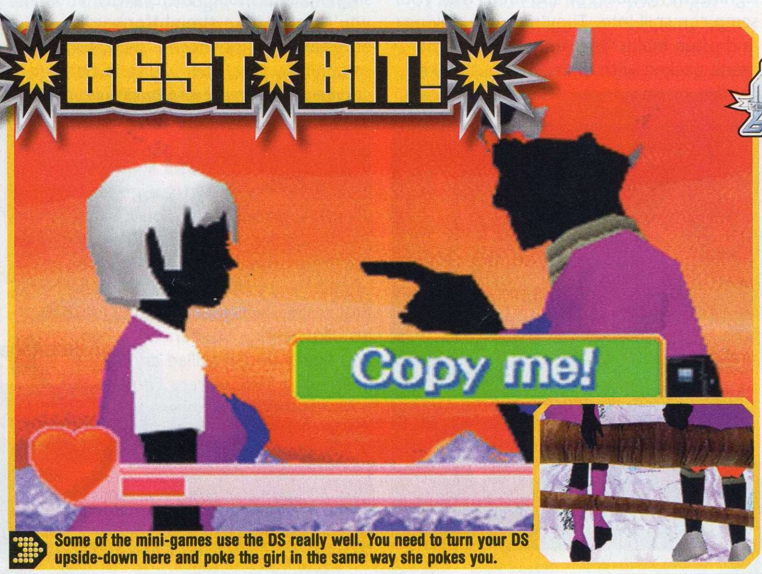
Score enough points and you'll unlock new costumes to dress your girlfriend up in.



You have to cover your girlfriend with leaves while avoiding touching her naked flesh. As if.



BEST BIT!



Some of the mini-games use the DS really well. You need to turn your DS upside-down here and poke the girl in the same way she pokes you.

JUDGEMENT

KATH

GM LOVES

- + The multi-player games that you can play by passing round one DS
- + The clothes and music you unlock as you progress through the game

GM HATES

- – When the game tells you that you and the love of your life are 1% compatible
- – Some of the more infuriating games, like the unicycle one

GRAPHICS 78%
While a lot of the games don't have complex graphics, it's all very pretty.

GAMEPLAY 50%
Only a handful of the mini-games have lasting appeal as well as quirkiness.

LIFESPAN 56%
You're unlikely to still be playing it after a couple of weeks.

OVERALL

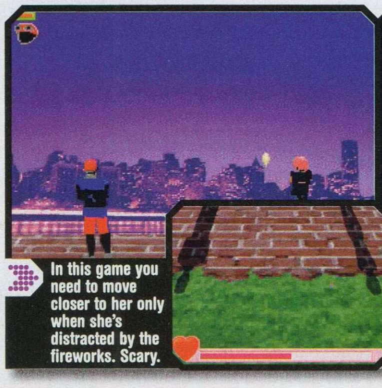
68%

It's got less appeal second time around and, while it's unique, as a game it isn't much fun.

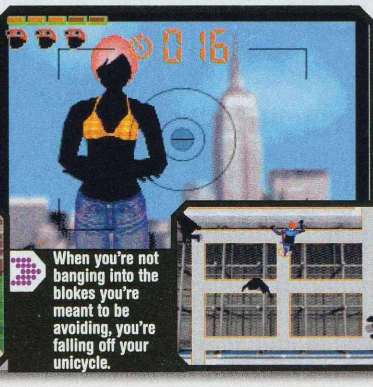
SHOULD YOU BUY IT?
BETTER THAN:........................ Sprung, 55%
WORSE THAN: .... Project Rub, 84%
WAIT FOR:........WarioWare Touched! 2, TBC
BEST PRICE:.....£24.99 www.amazon.co.uk

STRANGE BUT TRUE

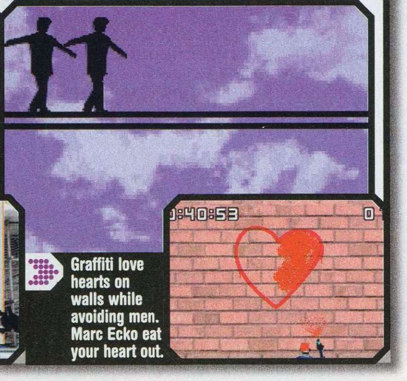
There are over 35 mini-games to play in the main Story mode, some bizarre, some annoying and a handful of decent challenges. It's certainly the only game we know of where you stalk a girl by chasing her up escalators and sneaking up on her at firework displays.



In this game you need to move closer to her only when she's distracted by the fireworks. Scary.

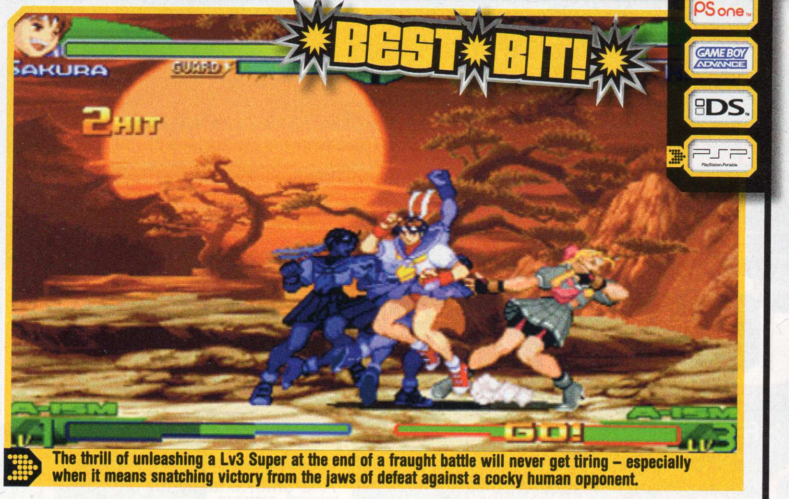


When you're not banging into the blokes you're meant to be avoiding, you're falling off your unicycle.



Graffiti love hearts on walls while avoiding men. Marc Ecko eat your heart out.

OUT: NOW **FORMAT:** PSP **PRICE:** £34.99 **DEVELOPER:** CAPCOM **PUBLISHER:** CAPCOM **ONLINE:** NO **OTHER FORMATS:** DC, PSONE, GBA **WEB:** WWW.CAPCOM.COM **PLAYERS:** 1-2



The thrill of unleashing a Lv3 Super at the end of a fraught battle will never get tiring – especially when it means snatching victory from the jaws of defeat against a cocky human opponent.

STREET FIGHTER ALPHA 3 MAX

This fine fighter still packs a punch...

From the moment we heard those familiar menu select sounds and that over-enthusiastic commentator booming out of the PSP's speakers, we went all misty-eyed as we were instantly reminded why we love *Street Fighter Alpha 3 Max* so much.

The presentation is still absolutely spot on. It's slick and exciting, and sporting character art from a time when the words *Street Fighter* actually meant something to Capcom.

FAIR FIGHT

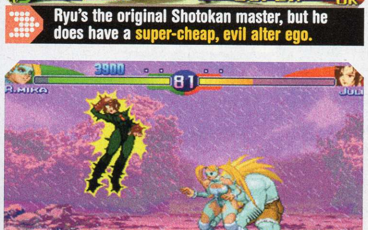
The underlying nuts and bolts of *Alpha 3* remain, thankfully, unchanged. There are three strengths of punch and kick, counters, special moves, supers, and three different ways of letting them rip. There's still the extended World Tour mode, where you can customise your favourite characters with special attributes and, as though answering our prayers, there's a healthy selection of PSP content tucked away too. Notably, extra characters (taking the roster to almost 40) and some Extra Play modes.

BETA MAX

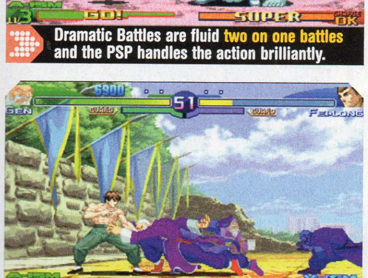
Okay, so *Street Fighter* is a fairly old 2D fighter, and the D-pad isn't particularly well-suited to confident chaining and Dragon Punching, but it's still an exceptionally well made title. And given the recent glut of unimpressive 3D PSP games – we reckon *Alpha 3 Max* really hits the spot. GM

1700
98
RYU
MAKI
GO!
SUPER
OK

Ryu's the original Shotokan master, but he does have a super-cheap, evil alter ego.



Dramatic Battles are fluid two on one battles and the PSP handles the action brilliantly.



Gen makes a lunge at the groin. Can he take down Fei Long's pyjamas for the finisher?

JUDGEMENT — GERAINT

GRAPHICS 30%
Fast, crisp anime styled fighters, even with three on screen at once.

GAMEPLAY 35%
A perfect conversion of one of the finest *Street Fighters* ever made.

LIFESPAN 37%
Absolutely stacks of characters and gameplay modes – it's pretty huge.

OVERALL
85%
The best fighter on PSP – bursting with style and content. Just what the doctor ordered.

SHOULD YOU BUY IT?
BETTER THAN:.... Darkstalkers (PSP), TBC
WORSE THAN: It's the best fighter on PSP
WAIT FOR:........ Capcom vs SNK. You never know!
BEST PRICE:............£28.50, Lik-Sang.com

OUT: NOW **FORMAT:** PS2 **PRICE:** £29.99 **DEVELOPER:** MIDWAY **PUBLISHER:** MIDWAY **ONLINE:** CO-OP **OTHER FORMATS:** XB **WEB:** WWW.MIDWAY.COM **PLAYERS:** 1-4

Even when outnumbered, nothing can stop this feisty young female from attacking.

Taking on hordes of monsters with a bunch of mates on or offline is fantastic fun.

GAUNTLET: SEVEN SORROWS

Top hack-'em-up tries again...

Gauntlet has had a troubled past. One classic game, two dreadful games and now this, *Seven Sorrows*. It seems no matter how hard Midway try, the magic just doesn't seem to flow anymore.

Like the original, *Gauntlet: Seven Sorrows* is irritatingly repetitive. Charging from room to room slaying everything that moves, flipping switches and occasionally letting loose the odd magical spell soo tires.

MONSTER MASH

A 'button-masher' at heart, carving up monsters should be much more fun than this. But with it's uninspiring control system and lack of a jump button, the game is much more of a chore to play than it should be.

Each of the four character classes on offer hold their own individual collection of moves and abilities, but because all except the absurdly overpowered Wizard can fight up close or from a distance, with nearly the same effectiveness, these differences are all but pointless.

CRYING SHAME

Seven Sorrows could have been a hell of a lot worse, but with *God of War* and *Spartan: Total Warrior* putting the brains into hacking and slashing, and *Shaolin Monks* bringing you a better slice of co-op action – is there really any room left for *Sorrows?* No. Sadly, there isn't. GM

IZZY WIZZY...

Each character has an array of special abilities and magic that they can use to aid them in their quest.

Don't be deceived by the bright lights and pretty colours of the magic you generate...

...your magic is deadly and will have enemies running in all directions.

JUDGEMENT — MIKE

GRAPHICS 30%
They're nice enough, but the samey graphics to ever really impress.

GAMEPLAY 32%
Good old hacking and slashing but let down by the poor controls.

LIFESPAN 36%
RPG elements add to its lifespan, but for the most fun play with friends.

OVERALL
58%
Gauntlet: Seven Sorrows fails to stand up against the current crop of slash-'em-ups.

SHOULD YOU BUY IT?
BETTER THAN: ....Marvel Nemesis, 48%
WORSE THAN: .... Final Fantasy Crystal Chronicles, 87%
WAIT FOR:........Onimusha: Dawn of Dreams, March

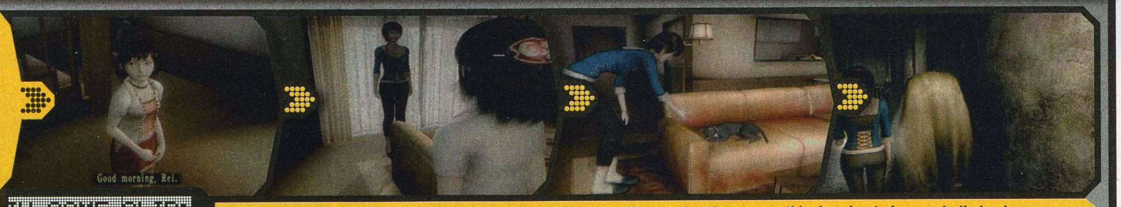
OUT: NOW • **FORMAT:** PS2 • **PRICE:** £39.99 • **DEVELOPER:** TECMO
• **PUBLISHER:** TAKE 2 • **ONLINE:** NO • **OTHER FORMATS:** NONE • **WEB:** WWW.TECMOINC.COM • **PLAYERS:** 1

WHAT IS IT?

Cinematic survival horror with ghosts, ghouls and a magic camera. Bring a change of underwear.

- Explore the real world and the dream world
- 13 chapters

HOW IT PLAYS



IN-GAME CLIP: After the initial horror, things return to normal in Rei's house. But you just know something's going to happen to that cat…

PROJECT ZERO 3: THE TORMENTED

Here's one game you can see right through…

What's more important to you in a game – the atmosphere or the action? Because if you want something to test your reflexes, you won't find it here. Even when you hold down the 'run' button, the lead character shuffles along like she's crapped her pants and just wants to get to a toilet without crushing it between her cheeks.

ZERO TOLERANCE

But spend a couple of hours getting used to the painfully slow tempo and you, too, will come to know trouser-filling terror. At times, it's a genuinely nasty experience, and the fact that you can never simply turn around and run for the exit brings to mind one of those dreams where you're running through treacle, while being chased by a pack of rabid zombie hamsters. Anybody? Oh.

You play an unfortunate photo-journalist who managed to kill her own boyfriend due to dangerous driving. Every time you go to sleep, you chase his ghost through some horrible Japanese mansion, where orphaned little girls cry for their dead daddies.

Luckily you've got a special camera that you can take into these nightmares, capturing pictures of tormented spirits for later investigation in the real world (see 'Snap Happy', right). Only by solving the mysteries of the mansion will you lay your unfortunate fiancé to rest for good.

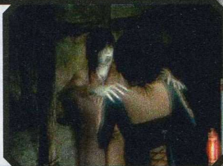
And unfortunately for the game, *Project Zero 3* is really just standard survival horror, with a camera instead of a gun. You get three characters to play with, and it looks truly incredible at times, but the fixed angles are a little annoying in this post-*Resi 4* era.

FAIRLY SCARY

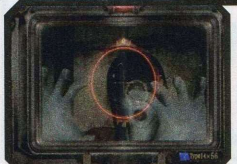
It's very well presented, not to mention unbearably creepy, and if you're a fan of this sort of thing then it's arguably the scariest of its genre to date. Check it out, but don't forget to leave the lights on when you go to bed. GM

> "YOU'RE RUNNING THROUGH TREACLE, BEING CHASED BY RABID ZOMBIE HAMSTERS"

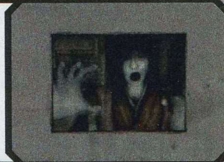
SNAP HAPPY



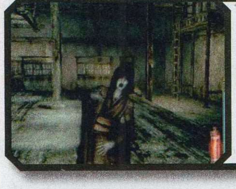
When you've got ghost trouble, there's no point getting your hands dirty. They're not real, you see, so you can't use force.



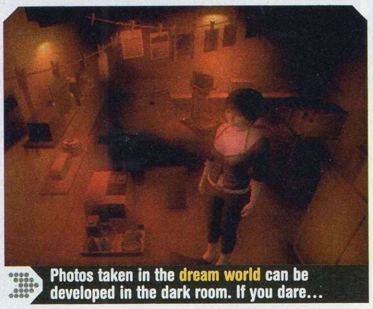
Instead, whip out the old camera obscura and take a pic of your ghost. Try to line up the targeting circles when you shoot.



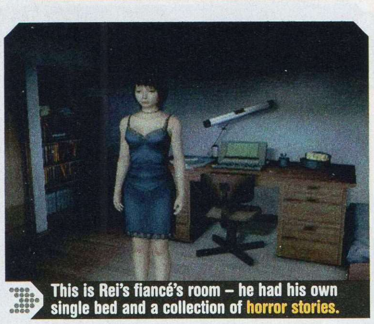
Get it right and you'll have a beautiful, if chilling, picture that will land you in a mental asylum if you ever show anyone.



Deal enough photographic damage and you'll send the ghost back to the other side – for good! Now you can get some peace.

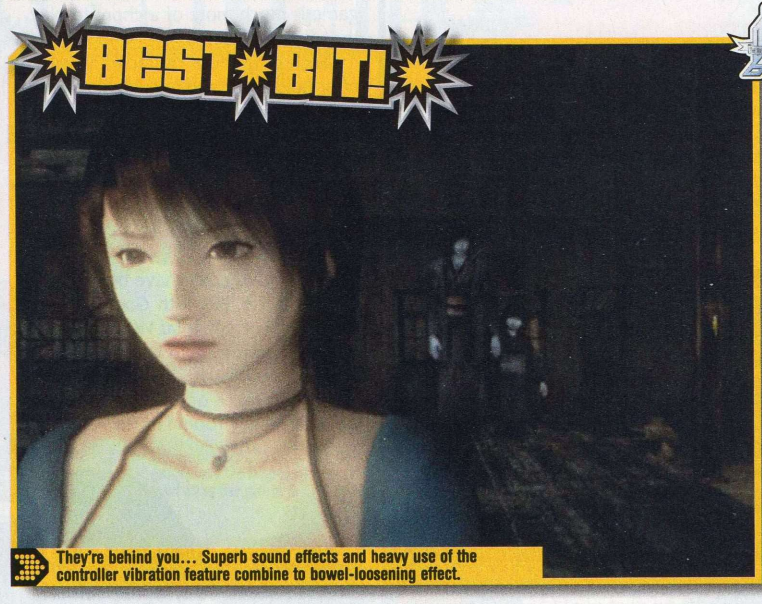


Photos taken in the dream world can be developed in the dark room. If you dare…



This is Rei's fiancé's room – he had his own single bed and a collection of horror stories.

BEST BIT!



They're behind you… Superb sound effects and heavy use of the controller vibration feature combine to bowel-loosening effect.

Other Formats

The closest alternative on your console:

CUBE	Eternal Darkness	89%
XBOX	The Suffering	80%

JUDGEMENT

MARTIN

GM LOVES	GM HATES
+ Spooky atmosphere + The three characters + The excellent graphics	- The pace can be slow at times - Confusing map - It requires a change of underwear every hour

GRAPHICS 94%
Stylish environments and memorable characters make this a pleasure to play.

GAMEPLAY 75%
This kind of thing has been done to death, but *Project Zero 3* is still fun.

LIFESPAN 80%
Around 12 hours, and you can replay it to unlock bonus items if you dare.

OVERALL

80%

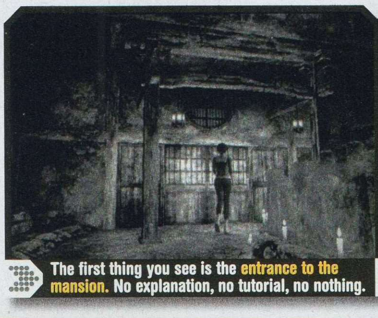
Keep reminding yourself you're playing this for entertainment… Scarily good.

SHOULD YOU BUY IT?

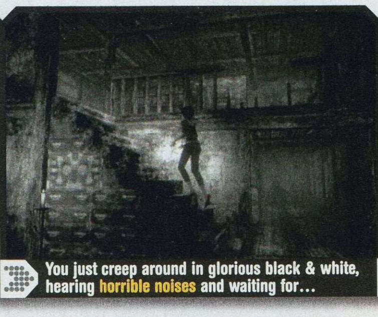
BETTER THAN:................Silent Hill 4, 72%
WORSE THAN:..........Resident Evil 4, 97%
WAIT FOR:.........nothing similar approaching
BEST PRICE:.....................£29.99, play.com

DREAM LAND

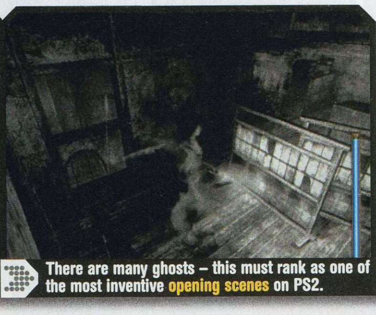
The game opens with an absolutely storming piece of cinematic horror, presented in monochrome and partially obscured by vintage film scratches. They should have done the entire game like this – it would have looked even more memorable than it already does.



The first thing you see is the entrance to the mansion. No explanation, no tutorial, no nothing.



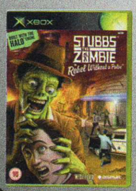
You just creep around in glorious black & white, hearing horrible noises and waiting for…



There are many ghosts – this must rank as one of the most inventive opening scenes on PS2.

• OUT: NOW **• FORMAT:** XB **• PRICE:** £39.99 **• DEVELOPER:** WIDELOAD GAMES
• PUBLISHER: THQ **• ONLINE:** NO **• OTHER FORMATS:** NONE **• WEB:** WWW.STUBBSTHEZOMBIE.COM **• PLAYERS:** 1

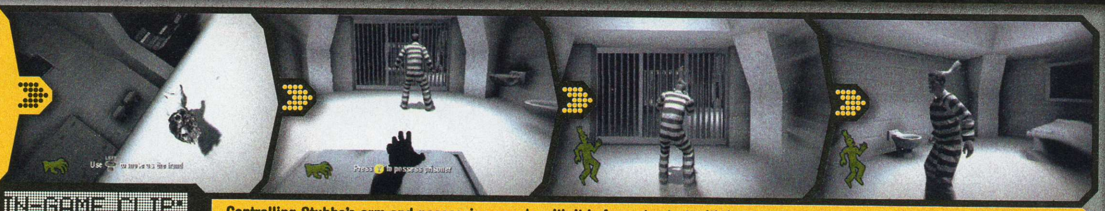
WHAT IS IT?



A third-person zombie game, which uses the *Halo* engine and involves little more than killing everyone in sight.

- Abilities include farting, which acts as a stun grenade

YOU IT PLAYS!



IN-GAME CLIP: Controlling Stubbs's arm and possessing people with it is funny to start with but turns out to be one of his most useful abilities.

STINK BOMB

Eating brains allows you to pull of special abilities. The first one is Unholy Flatulence. The stink stuns enemies for a few vital seconds.

Pressing the left trigger lets you throw your pancreas. Pressing it again detonates it, blowing up any enemies in its path like a grenade.

Detach your head and roll it at enemies to send them flying like skittles. Steer your head and even detonate it for maximum carnage.

Stubbs can rip off his arm and control it. The arm can then possess people. We took control of a cop with a gun and shot people to bits.

STUBBS THE ZOMBIE IN "REBEL WITHOUT A PULSE"

Not one for the weak of stomach...

Fun for all the family *Stubbs the Zombie* certainly ain't. The first thing you learn is how to swipe an unsuspecting civilian round the head. The second thing you learn is how to bite through the top of his head and eat his brains, spraying gut-churning amounts of blood all over the place.

That said, *Stubbs* does all of this in a very tongue-in-cheek way, and as well as B-movie horror there's plenty of humour. So people scream one-liners as you're attacking them ("That was my second favourite arm") and after every 20 minutes or so of eating people's brains, the game gives you a random event like a dancing contest to take part in.

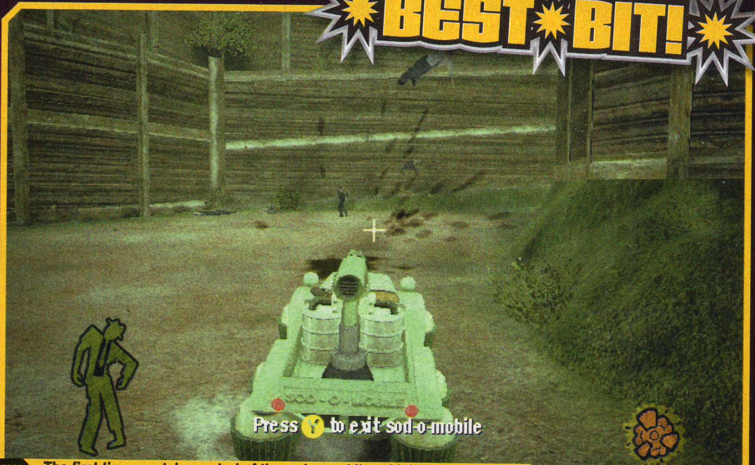
MEAN AND GREEN

Stubbs is a fairly straightforward game to play. As a zombie, you don't get to shoot at enemies – you mostly have to run at them until you're close enough to hit them. Once you've killed them, they become zombies and will follow you, also killing and eating the brains of any non-zombies they come across. Soon, you'll unlock extra attacks that give the game considerably more variety and strategy, including one where you can control of Stubbs's severed arm and use it to possess enemies and shoot them.

There's no denying it – *Stubbs* is fun. You can't help but think, though, it must have been a pretty easy game to make. The crap AI is almost part of its appeal – no one expects zombies to be smart. You might also think, as we do, that it could have been so much better. The levels are too sprawling for a start – especially as Stubbs is a pretty slow shuffler, and he's mostly taking on armed cops with his bare hands – and the combat is limited, too.

Still, *Rebel Without a Pulse* just about gets away with it. Because at the end of the day, being a zombie is great and this is a genuinely funny game with lots of smart touches. And, just when you get bored with brain-eating, it gives you something completely new and funny to do. It's a bit like *Max Payne* – you get through it, and it's entertaining, but then you'll never play it again. GM

BEST BIT!



The first time you take control of the sod-o-mobile vehicle. It's just like driving a Warthog but you can fire mud at police officers too.

Other Formats

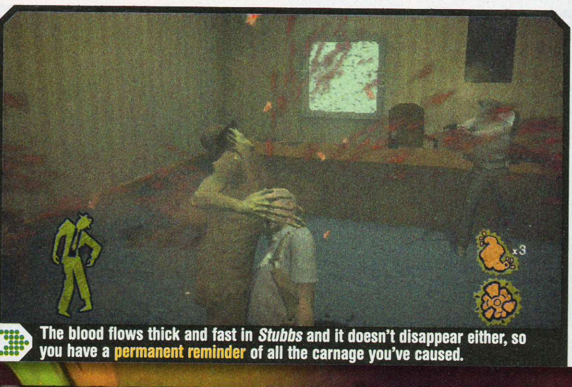
The closest alternative on your console:

PS2	Destroy all Humans!	80%
CUBE	Resident Evil 4	96%

"AT THE END OF THE DAY, BEING A ZOMBIE IS GREAT"

PICK YOUR BRAINS

You can get your general health back by resting, just as you do in *Halo*. But you need to feast on brains to use your special abilities.



The blood flows thick and fast in *Stubbs* and it doesn't disappear either, so you have a permanent reminder of all the carnage you've caused.

JUDGEMENT

KATH

GM LOVES

- + Building up a big zombie killing gang to descend on people
- + The humour – it's not often a game makes you laugh out loud
- + Ripping arms off

GM HATES

- Not being able to run a bit faster
- Repeatedly bashing the 'attack', then 'eat brain' buttons

GRAPHICS 80%
The whole thing's been given a cool washed-out '50s TV show effect.

GAMEPLAY 74%
Great in parts but mostly involves evading enemies or killing them.

LIFESPAN 52%
About eight easy hours of play, with no reason to go through it all again.

OVERALL

72%

Original and fun, but if you're looking for a challenge, *Stubbs* isn't what you want.

SHOULD YOU BUY IT?

BETTER THAN: Resident Evil Outbreak File 2, 58%
WORSE THAN: Oddworld: Stranger, 89%
WAIT FOR: Resident Evil 5, TBC
BEST PRICE: £26.99, gameplay.co.uk

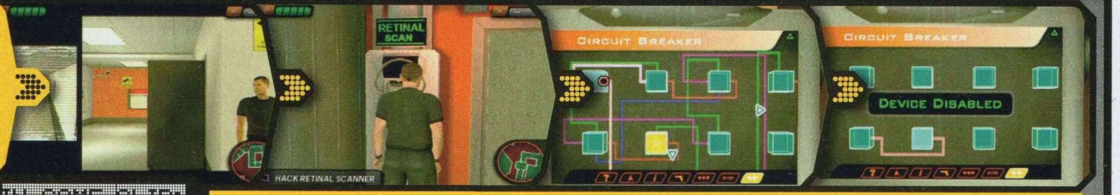
- **OUT:** 17TH MARCH
- **FORMAT:** PS2
- **PRICE:** £39.99
- **DEVELOPER:** SCEE STUDIO CAMBRIDGE
- **PUBLISHER:** SONY
- **ONLINE:** NO
- **OTHER FORMATS:** NONE
- **WEB:** HTTP://WWW.FOX.COM/24/
- **PLAYERS:** 1

WHAT IS IT?

Sony's long-awaited plunge into agent Jack Bauer's eventful day-to-day routine, and a bumper pack of different genres.

- Three playable characters

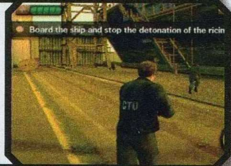
HOW IT PLAYS!

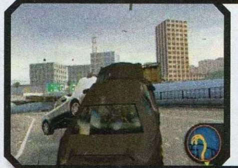

RETINAL SCAN
HACK RETINAL SCANNER
CIRCUIT BREAKER
CIRCUIT BREAKER
DEVICE DISABLED

IN-GAME CLIP: The circuit breaker is a neat mini-game, but watch security doesn't catch you in the act of breaking and entering.

AM TO PM

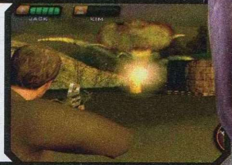
Jack's latest longest day kicks off at 6 in the morning rather than midnight, with a hazy dockside siege to keep him busy.

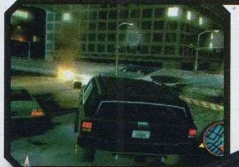

Board the ship and stop the detonation of the ricin
CTU



It isn't too long before the plot thickens, dragging the CTU into the middle of plenty of midday mayhem downtown.

By dusk it gets personal, with intense chases, infiltrations and escapes dominating the fast-paced action.





Come midnight, the giant plot twist has revealed itself...

24: THE GAME

No day for Jack goes by the numbers...

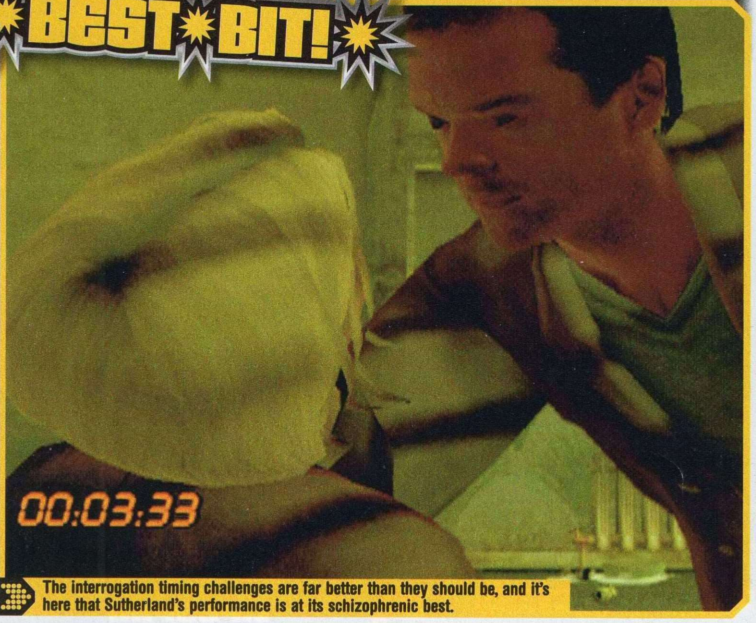
24: The Game is something they don't tend to make anymore: a traditional movie tie-in. Remember our recent mention of Ocean's *The Untouchables* in We Love Old Games (GM166)? That's what we're looking at here – a genre pot pourri made of whatever driving, shooting or puzzle game suits the series' magic moments best.

It goes wild within those main categories, creating stealth, chase, sniping, escort and time trial missions. There are 100 levels in total, each with a grading system that adjusts your overall score. But should we be surprised that not all of them work?

HARD DAY'S NIGHT

Unlike *GTA3* or some other multi-genre title, this is no action cartoon. Every character in *24* (more or less the entire cast, as it exists between TV series two and three) is modelled brilliantly. The same can't be said for their foot soldier opponents, unfortunately, who've been

BEST BIT!

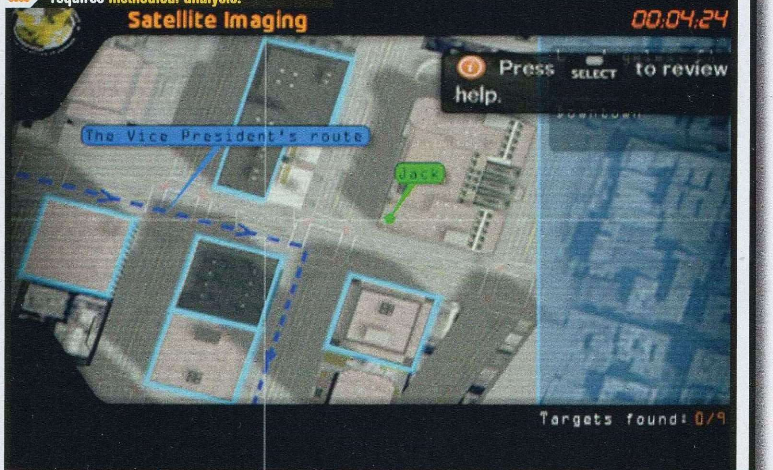


The interrogation timing challenges are far better than they should be, and it's here that Sutherland's performance is at its schizophrenic best.

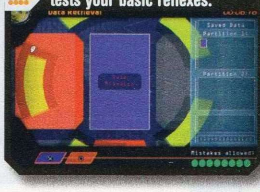
ANALYSE THIS

Where would the movie tie-in be without those haphazard collections of mini-games? In amongst *24*'s 100 missions are plenty of examples.

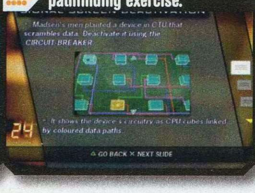
Pinpointing the location of snipers requires **methodical analysis.**


Satellite Imaging
00:04:24
Press SELECT to review help.
The Vice President's route
Jack
Targets found: 0/9

The **PDA decryption** simply tests your basic reflexes.


Data Retrieval
Saved Data
Partition 1
Partition 2
Mistakes allowed:

The **circuit breaker** is quick pathfinding exercise.

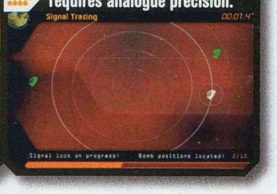


Madsen's men planted a device in CTU that scrambles data. Deactivate it using the CIRCUIT-BREAKER

It shows the device's circuitry as CPU cubes linked by coloured data paths

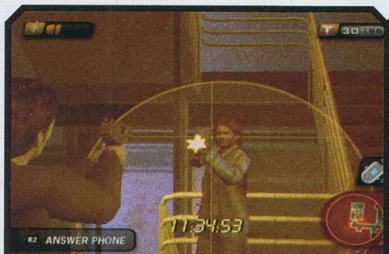
24
△ GO BACK × NEXT SLIDE

Tracking **bomb frequencies** requires analogue precision.

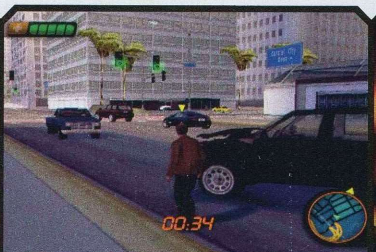

Signal Tracing
00:01.4
Signal lock on progress:
Bomb positions located: 2/10

DAY TRIPPER

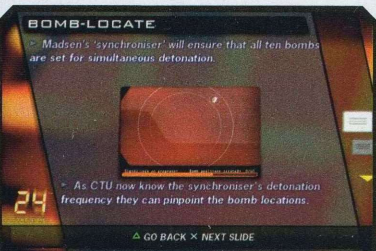
There aren't many action titles that could run for 100 levels without losing their audience midway. Admittedly, many of *24*'s missions are mere distractions rather than proper missions, but together they (just about) succeed in providing an experience varied enough to keep you entertained. Here's the basic blueprint...


11:34:53
R2 ANSWER PHONE

On-foot action involves pursuits, firefights and **stealth missions** with pop-up puzzles.



A sizeable **free-roaming map** of LA hosts vehicle chases, escapes and time trials.



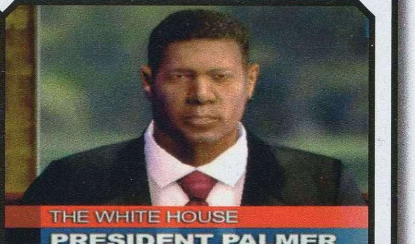
BOMB-LOCATE

Madsen's 'synchroniser' will ensure that all ten bombs are set for simultaneous detonation.

As CTU now know the synchroniser's detonation frequency they can pinpoint the bomb locations.

24
△ GO BACK × NEXT SLIDE

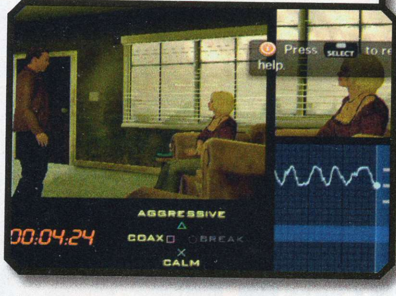
The puzzles don't hold you up for long, but provide **interesting intermissions.**


THE WHITE HOUSE
PRESIDENT PALMER

Joining them all are **the cutscenes**, which are arguably some of the genre's best.

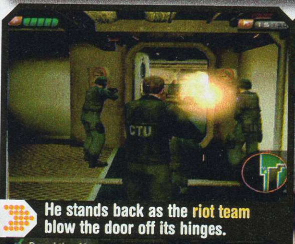
SPLIT!

There's just no pleasing some games. *24* has a good third-person camera, and still it wants more – often up to three more cameras on the same screen. At least it has an excuse: the split-screen technique is key to depicting the TV show's frenzied timeline.

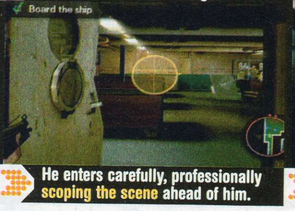


ROGUE AGENT

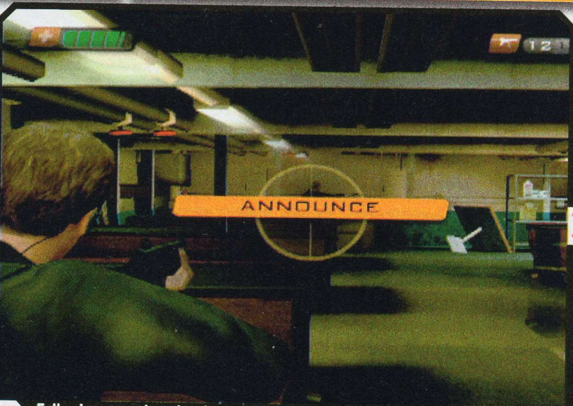
It takes Kiefer Sutherland mere minutes to show his true colours once the game's first mission has begun, and he gets down to business...



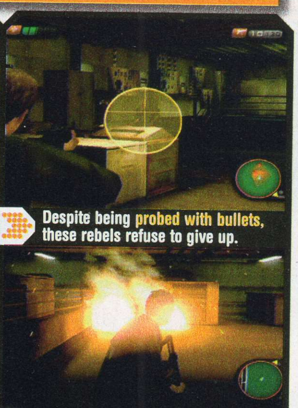
He stands back as the **riot team** blow the door off its hinges.



He enters carefully, professionally **scoping the scene** ahead of him.



Following procedure, he shouts "CTU!" at those inside, before realising that the **game's announce system barely works** and is largely pointless.



Despite being **probed with bullets**, these rebels refuse to give up.

So instead he **detonates them**, before moving on to the next task.

largely recruited from the Shoot-Em-Up Rent-A-Goon shop. But neither the story nor cutscenes rely upon them, and they're never allowed to interfere with the gripping plot that, for once, stays true to the show it's based on.

The storyline, in fact, is the glue that holds it together. Though there are moments of brilliance – the targeting system is exceptional and it ekes a lot of mileage out of its simple mini-games – there's just too much raw content to allow for a high quality experience.

At worst, this means difficulty spikes. A scattering of *NFS*-inspired chases, for example, suffer greatly at the hands of low framerates and apparently all-seeing AI cops. The game also attempts to introduce a *24*-style announcement system through which your character can arrest rather than kill, but it's a good idea that's been badly realised.

The stealth missions, at least, are surprisingly decent considering their dire standard in similar games. But we can't shake off the feeling that *24* was always going to be too much for an action game to handle.

TIME WILL TELL

Unsurprisingly, we see all manner of fleeting issues: clipping often occurs, car physics can be unpredictable, enemy AI can flutter and Bauer's wardrobe sometimes looks like it's been wrenched from his granny's back. But, overall, the arrangement is competent enough for a game like this. We never expected much quality produce to plop from gaming's movie adaptation machine, and if *24's* biggest achievement is to be inoffensive rather than spectacular, then it isn't something we'll be crying terrorist threats over.

24 lets you experience a day in the life of LA's most unfortunate man, and the gripping cutscenes alone make *The Game* a success. Even if only for ten hours rather than the full two dozen. GM

> "BAUER'S WARDROBE LOOKS LIKE IT'S FROM HIS GRANNY"

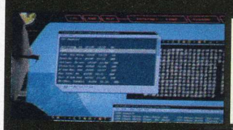
Other Formats

The closest alternative on your console:

XBOX	The Matrix: Path Of Neo	85%
PC	Hitman:	86%
CUBE	From Russia With Love	62%

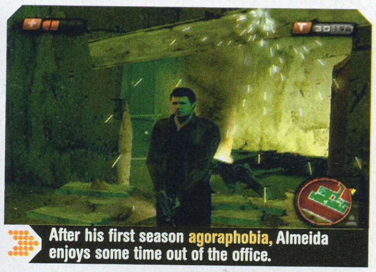
MAN ON FIRE

Cutscenes usually begin with Bauer calling the office for advice, as he does in the TV series...

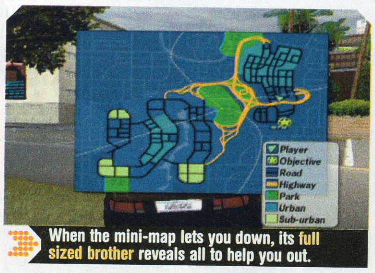


...the advice being to avoid blowing things up and stick to procedure.

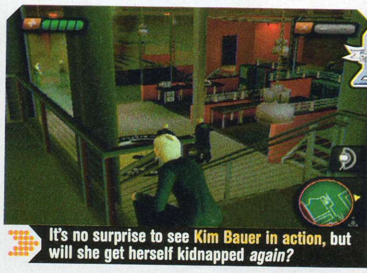
"Sorry," is his response, "you're breaking up. Now let's *do this thing.*" Then the real fun begins.



After his first season **agoraphobia**, Almeida enjoys some time out of the office.



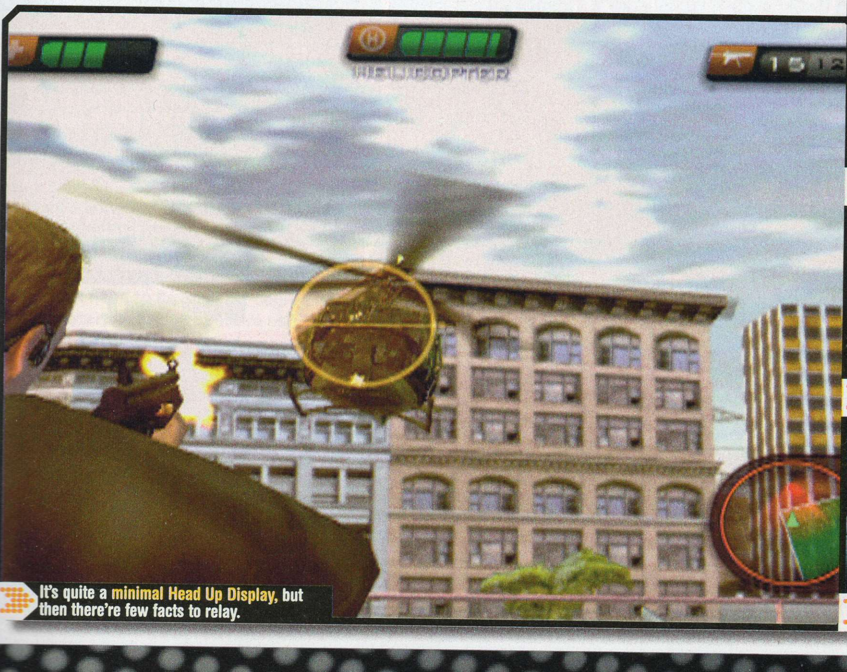
When the mini-map lets you down, its **full sized brother** reveals all to help you out.



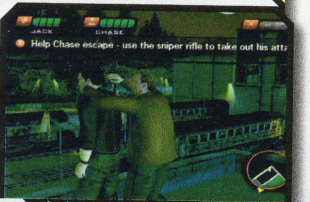
It's no surprise to see **Kim Bauer in action**, but will she get herself kidnapped *again?*

JACK IN BUSINESS

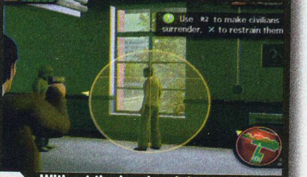
24: The Game melds together a variety of different styles, but there are plenty of recurring elements in the gameplay that bring it all together.



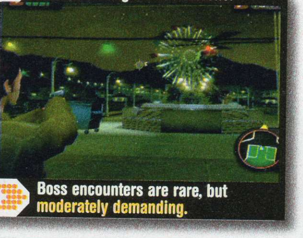
It's quite a **minimal Head Up Display**, but then there're few facts to relay.


JACK
CHASE
Help Chase escape - use the sniper rifle to take out his atta

Jack Bauer's arsenal of attacks extends beyond **CTU firepower.**



Without the handy **mini-map**, you'd be lost during some missions.



Boss encounters are rare, but **moderately demanding.**

JUDGEMENT

DUNCAN

GM LOVES

- The surprisingly good interrogations
- An aiming system that works better than most
- The suitably outrageous storyline

GM HATES

- The unforgiving *Need For Speed* style missions
- Dropped frames
- The pointless announcement commands

GRAPHICS 83%

Great character models, incendiary action but a wonky framerate.

GAMEPLAY 78%

The genres keep you entertained; the story keeps you hooked.

LIFESPAN 70%

The valiant attempts at adding replay value sadly aren't enough to add value.

OVERALL 80%

Packs just enough Bauer power to hold its mixed bag of gametypes and quality together.

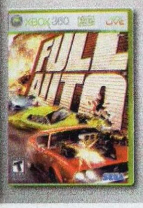
SHOULD YOU BUY IT?

BETTER THAN: The Getaway: Black Monday, 75%
WORSE THAN: Headhunter, 91%
WAIT FOR: 24: Season 5, TBC
BEST PRICE: £29.99, gameplay.com

- **OUT:** NOW
- **FORMAT:** XB 360
- **PRICE:** £49.99
- **DEVELOPER:** PSEUDO INTERACTIVE
- **PUBLISHER:** SEGA
- **ONLINE:** MULTI-PLAYER
- **OTHER FORMATS:** NONE
- **WEB:** HTTP://WWW.SEGA-EUROPE.COM
- **PLAYERS:** 1-4 (1-8 ONLINE)

XBOX 360

WHAT IS IT?



Basically *Burnout* with bullets: a high-revving fireworks party of a racer where even the vegetation explodes.

- Eight weapons – machine gun included.
- 80 events over 18 different tracks.

IN-GAME CLIP: You learn from your mistakes: Eat concrete on a corner, then rewind time and dodge death the second time around.

FULL AUTO

The tooled-up vehicles of a jam-trapped driver's dreams...

Guns and cars have always had a problematic relationship. *Full Auto* foolishly sets the pair up on another date – and we have to watch as the whole thing goes up in flames again.

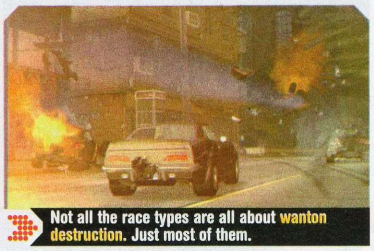
That's partly the *point*, of course – super-explosive cars and scenery is *Full Auto's* 'thing'. But, right from the start, this game feels *loose*. Cars seem to float over the tracks. Weapons are weedy. Even the mightiest towering structures of girder and nail explodes with an oddly unimpressive bang.

Sure, there's lots going on (to the point where the smoke and fire actually stop you from seeing where you're going). And the time-rewinding 'Unwreck' feature is *brilliant* – every racer should have one. But there's a soullessness that leaves you feeling detached from the fiery fiesta of upside-down cars and exploding bus shelters around you.

The big problem: *Full Auto* tries to do so much at once – steering, shooting, barging, sliding, jumping, rewinding – that it ends up playing tug of war with itself. You're kitted up with rockets, mines and machine-guns – but they overheat to stop you winning every race. You can pile impossibly through trees and concrete pillars – but your car will eventually give in and sulkily explode. Top marks for the replay feature that lets you play back Hollywood moments like smashing through wooden docks – but the Unwreck means you'll scrub such setpieces out of history before you get a chance to replay them.

If *Full Auto* had stuck to being *Burnout* with a rewind button, it might have revved our engines. As it is, it's a mangled collision of features that feels distressingly empty. The most fun we had was watching the little drivers go flying out of their spinning crumples of wrecked metal. Evil chuckle.

GM



Not all the race types are all about wanton destruction. Just most of them.

FIZZICS

Everything in *Full Auto* obeys Newton's laws, so you can nudge and knock over whatever you like. But Pseudo have added their own, new law: the one about a humble car having the strength of a weight-training bear.

Even the mightiest scenery takes about as much punishment as a just-born kitten.

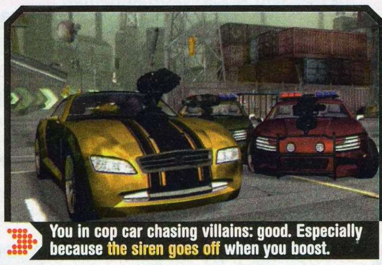
We had great fun ruining everyone's rush hour by pushing parked cars into the traffic.

Every bit of damage is permanent: so the second lap looks like a warzone.

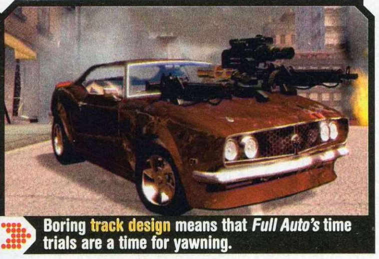
Foolish rival cars knock themselves out of the race, which is bad for your kill-o-meter.

RACING EVOLUTION

Full Auto has a bulging range of race types, from 'Hunter' (blasting cars until they break) to 'Overtake'. The later race ditch Unwreck and weapons, though – the game's best bits.



You in cop car chasing villains: good. Especially because the siren goes off when you boost.



Boring track design means that *Full Auto's* time trials are a time for yawning.

Other Formats

The closest alternative on your console:

CUBE	Burnout 2	88%
XBOX	Burnout Revenge	95%

JUDGEMENT

MARK

GM LOVES

- + The *Prince of Persia*-style rewind
- + More explosive than shaken champagne
- + Chasing and blasting can be fun

GM HATES

- – Disappointing explosion effects
- – Loosy-goosy handling
- – Guns times cars is a bad equation

GRAPHICS 87%

Impressive amounts of destruction, but *Burnout* knocks it cocked-hatward.

GAMEPLAY 63%

Sit with it for an hour and you'd be happy never to play it again.

LIFESPAN 60%

Gets samey fast – and the later race types ditch the best features.

OVERALL

67%

The potential's there, but the combination of guns and cars isn't as explosive as you'd like.

> "THE MOST FUN WE HAD WAS WATCHING THE DRIVERS GO FLYING OUT OF THEIR WRECKS"

BEST BIT!

Skidding around a corner, hitting a ramp, and pulling off the kind of preposterous stunts that would make the *Dukes of Hazzard* look like Sunday drivers.

The camera shifts to give appropriate lovin' to these *GTA*-style leaps. Not good for your aim.

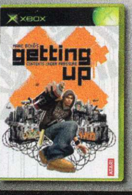
Full Auto really does try its best, but it's never going to be *Burnout*.

SHOULD YOU BUY IT?

BETTER THAN: .... Street Racing Syndicate, 61%
WORSE THAN: ...NFS: Most Wanted, 82%
WAIT FOR: .... Burnout 360, March
BEST PRICE: .... £39.99, amazon.co.uk

- **OUT:** NOW • **FORMAT:** XB • **PRICE:** £34.99
- **DEVELOPER:** ATARI • **PUBLISHER:** THE COLLECTIVE • **ONLINE:** NO
- **OTHER FORMATS:** PS2, PC • **WEB:** WWW.ATARI.COM/GETTINGUP • **PLAYERS:** 1

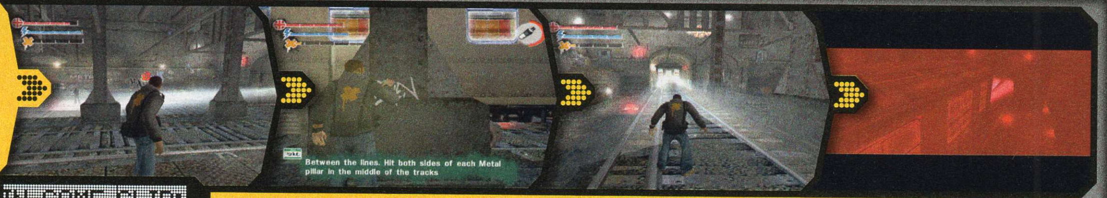
WHAT IS IT?



A unique and innovative graffiti game created by fashion designer Marc Ecko.

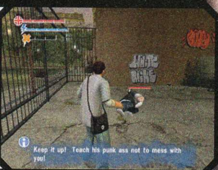
- Masses of different styles of art to discover and use
- Fisticuffs aplenty

HOW IT PLAYS!

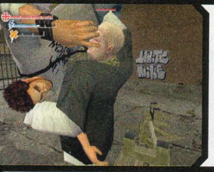

Between the lines. Hit both sides of each Metal pillar in the middle of the tracks

IN-GAME CLIP: Head into the subways for a spot of pillar tagging – but avoid the onrushing trains or our hooded hero is a goner...

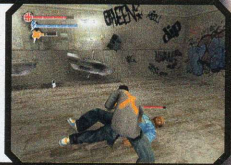
BIG BOSS MEN



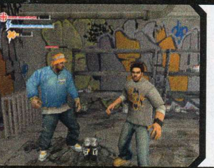
Graffiti only gets you so far in the battle to be the rudest boy on the streets – you need to use your fists too...



The first boss is a strange character called White Mike, but we like to call him Pat Butcher on account of his haircut.



This guy's the head of a rival crew, so make sure you take him out. Here we are tustling with him on the rather grimy floor.



Those cans of paint replenish your energy during boss battles, so be sure to snatch a couple when you get an opportunity.

MARC ECKO'S GETTING UP: CONTENTS UNDER PRESSURE

Anyone for a game of tag?

Games have been around for so long that these days it's difficult to call anything truly original. But this is something that we **definitely haven't seen before: an entire game based around graffiti.**

Grand Theft Auto: San Andreas and *The Warriors* both included graffiti tasks, but only in passing. In *Getting Up*, the only way to succeed is by putting up your pieces of art around the fictional city of New Radius.

ART ATTACK

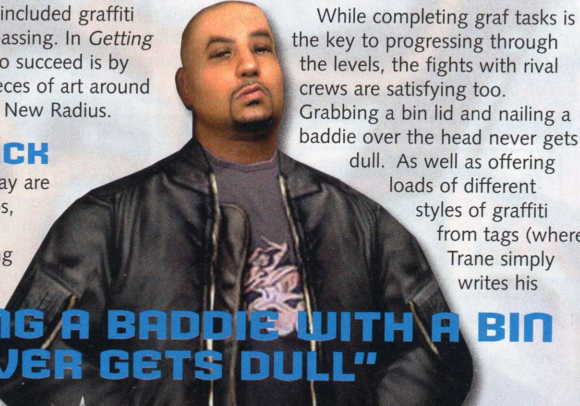
Standing in your way are rival artists and cops, who aren't keen to see you redecorating their turf.

Your character, Trane, is a cocky teenager who's decided to quit living at grandma's place and try to make it on the streets. As well as having some skills with a spray can, he's okay with his fists too – and becomes even better as you unlock new combos.

While completing graf tasks is the key to progressing through the levels, the fights with rival crews are satisfying too. Grabbing a bin lid and nailing a baddie over the head never gets dull. As well as offering loads of different styles of graffiti from tags (where Trane simply writes his name on the wall) right up to wheat-pastes (where you have to stick up huge posters with rude messages written on them), the environments in *Getting Up* set the scene brilliantly – you feel genuinely claustrophobic in subway tunnels and terrified when overlooking a flyover with a massive drop below you.

PAINT JOB

By combining clever design with juicy combat and different ways to redecorate New Radius, Marc Ecko has devised a concept that's both hugely original and dangerously addictive. Sorry mum: looks like graffiti is cool after all. GM

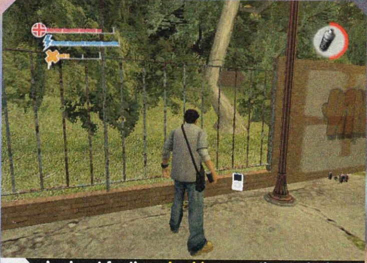


> "NAILING A BADDIE WITH A BIN LID NEVER GETS DULL"

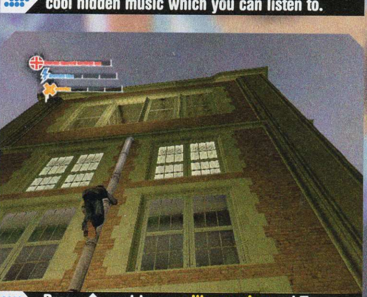
Other Formats

The closet alternatives on your console:

CUBE	Prince of Persia – The Two Thrones	79%
PSP	Prince of Persia – Revelations	N/A

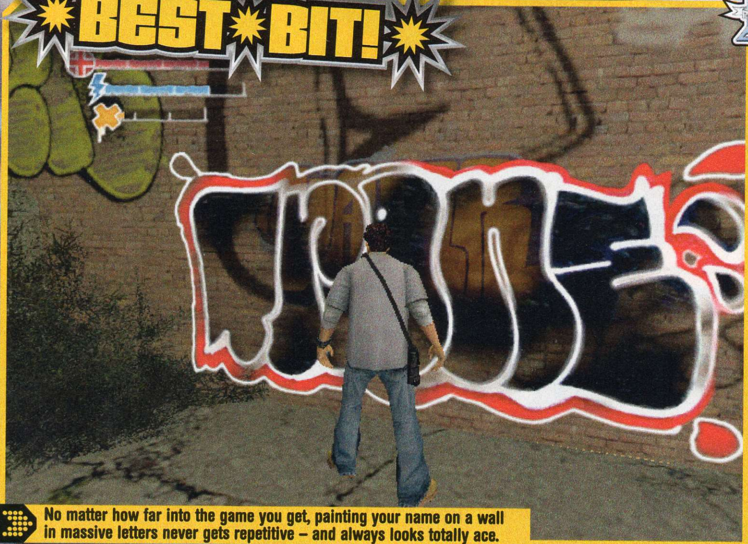


Look out for these Ipod icons as they unlock cool hidden music which you can listen to.



Press ↑ next to any pillar or pipe and Trane will climb it. A daring tag is minutes away.

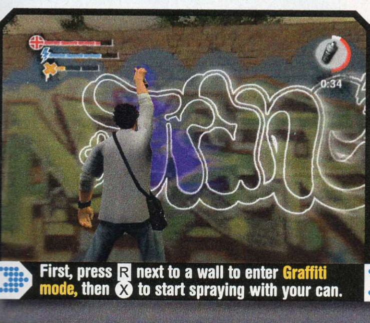
BEST BIT!



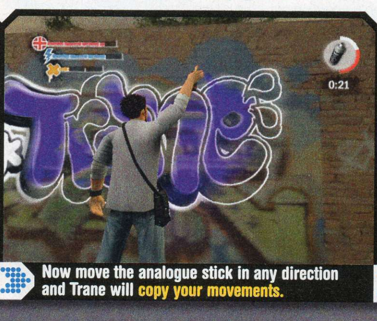
No matter how far into the game you get, painting your name on a wall in massive letters never gets repetitive – and always looks totally ace.

LEARNING TO PAINT

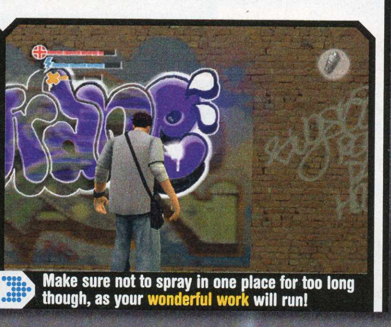
You don't need to have an art degree or be a Rolf Harris fan to create great art in *Getting Up*. It takes all of 30 seconds to cook up a true masterpiece. Don't believe us? Then take a look at our step-by-step guide...



First, press R next to a wall to enter Graffiti mode, then X to start spraying with your can.



Now move the analogue stick in any direction and Trane will copy your movements.



Make sure not to spray in one place for too long though, as your wonderful work will run!

JUDGEMENT

BEN

GM LOVES

- The huge variety of graffiti available
- The superbly atmospheric environments
- All those weapons. Bang! Thwack! Yes!

GM HATES

- The cops. They're far too hard to escape from
- That you can't design your own pieces of art

GRAPHICS 88%

One of the most bright and colourful games you could ever wish to see.

GAMEPLAY 84%

Not only is it completely original, it's also easy to get to grips with.

LIFESPAN 87%

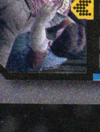
With loads of hidden extras, you'll keep on coming back for more.

OVERALL

85%

A new concept in gaming that works brilliantly. We're already pining for a sequel.

SHOULD YOU BUY IT?



BETTER THAN:	The Warriors, 84%
WORSE THAN:	Grand Theft Auto: San Andreas, 98%
WAIT FOR:	The Godfather, TBC
BEST PRICE:	£29.99, amazon.co.uk

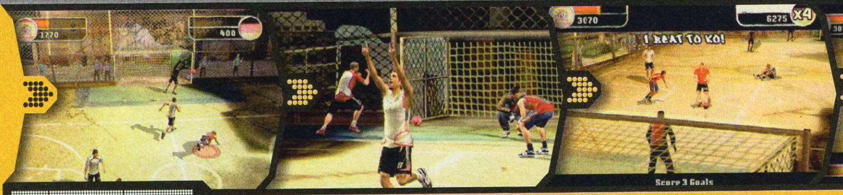
- **OUT:** 3RD MARCH
- **FORMAT:** XBOX
- **PRICE:** £39.99
- **DEVELOPER:** EA
- **PUBLISHER:** EA
- **ONLINE:** NO
- **OTHER FORMATS:** PS2, CUBE, PSP, DS
- **WEB:** WWW.FIFASTREET2.COM
- **PLAYERS:** 1-4 (1-8 JUGGLING)

WHAT IS IT?

FIFA hits the street once again – flashier, faster and even more full of famous players

- Over 320 players
- Over 200 tricks
- 1,000 customisable characteristics

IN GAME CLIP:



Raul can't beat Kahn no matter how hard he tries, and the Germans win *again*.

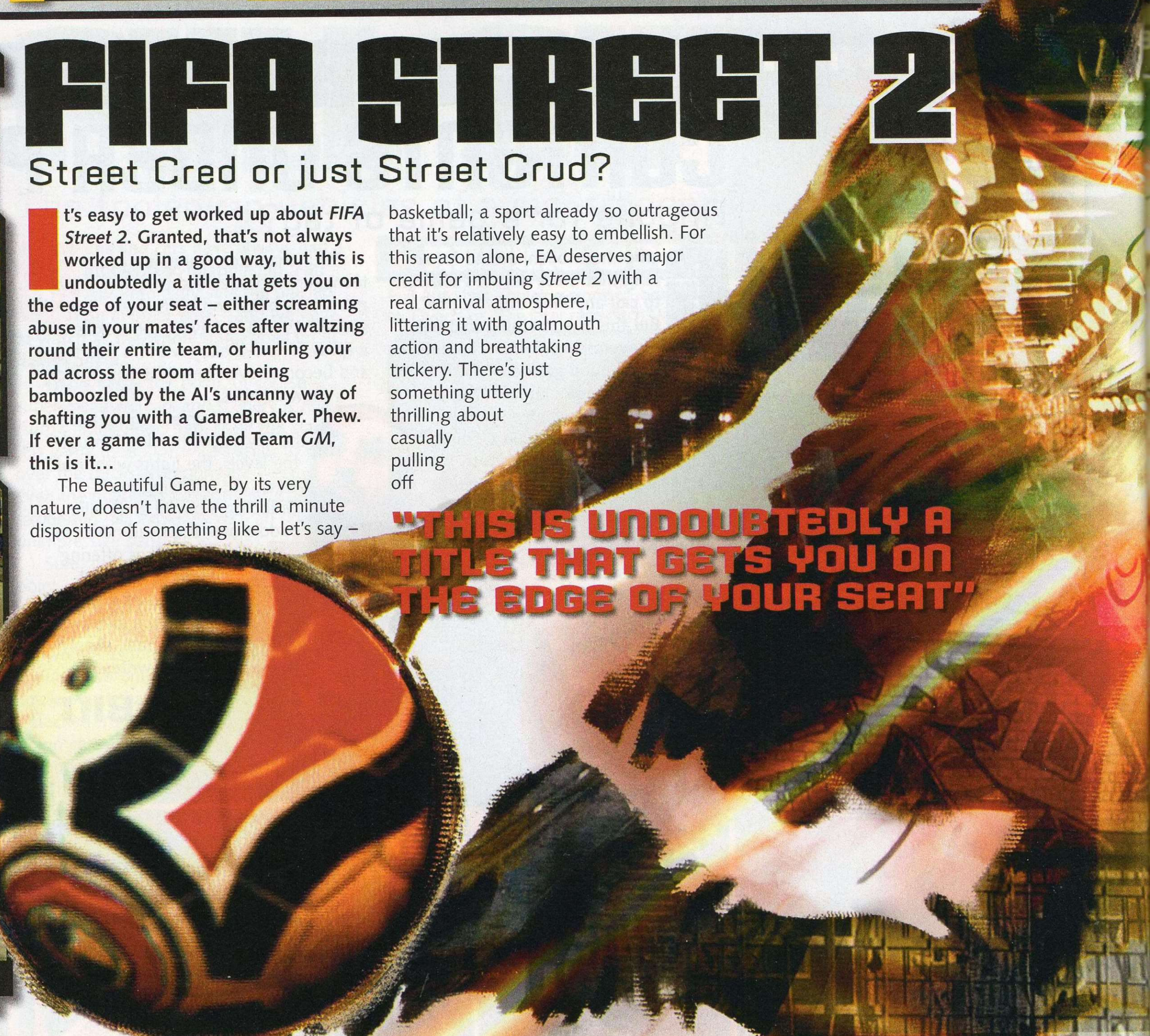
FIFA STREET 2

Street Cred or just Street Crud?

It's easy to get worked up about *FIFA Street 2*. Granted, that's not always worked up in a good way, but this is undoubtedly a title that gets you on the edge of your seat – either screaming abuse in your mates' faces after waltzing round their entire team, or hurling your pad across the room after being bamboozled by the AI's uncanny way of shafting you with a GameBreaker. Phew. If ever a game has divided Team *GM*, this is it…

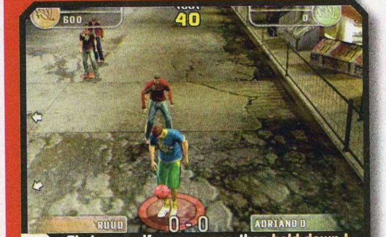
The Beautiful Game, by its very nature, doesn't have the thrill a minute disposition of something like – let's say – basketball; a sport already so outrageous that it's relatively easy to embellish. For this reason alone, EA deserves major credit for imbuing *Street 2* with a real carnival atmosphere, littering it with goalmouth action and breathtaking trickery. There's just something utterly thrilling about casually pulling off

> "THIS IS UNDOUBTEDLY A TITLE THAT GETS YOU ON THE EDGE OF YOUR SEAT"

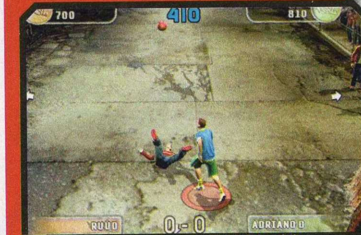


JUGGLING

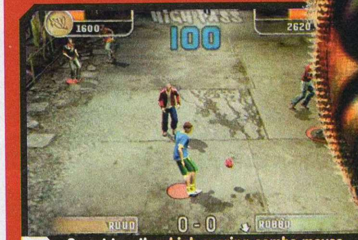
Alas, we're not talking about unlockable clown suits. Instead, *Street 2* lets you flick the ball up mid-match and commence all sorts of outrageous juggle beats. Watch and learn…



Find yourself some space, then **hold down L Trigger and Y** to get a juggle going.



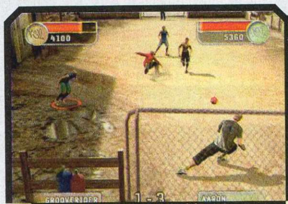
Combine juggles with the **trick stick** to leave opponents on their arses.



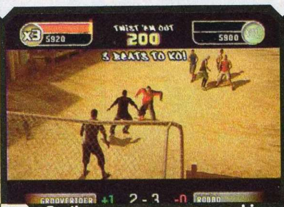
Or put together **high scoring combo moves** using lofted juggle passes…

GAME OVER

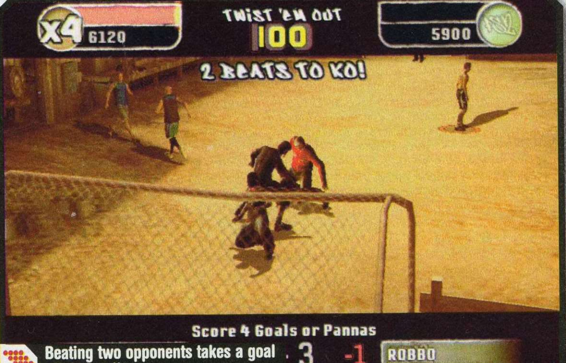
Perhaps *Street 2*'s most controversial new feature is the radically overhauled GameBreaker system. Instead of simply letting you perform a wonder strike, *Street 2* offers brave/skilful/lucky gamers the opportunity to go for broke. Confused? Here's how it works.



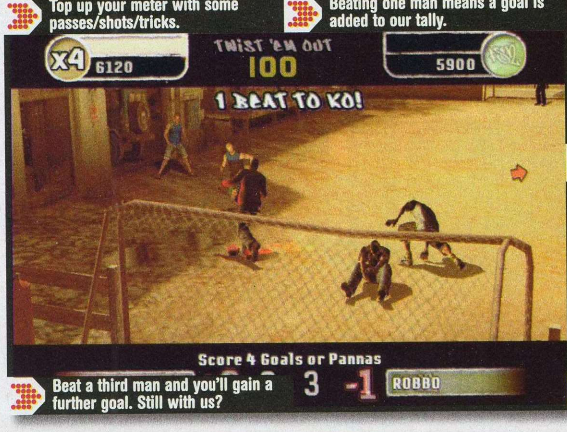
Top up your meter with some passes/shots/tricks.



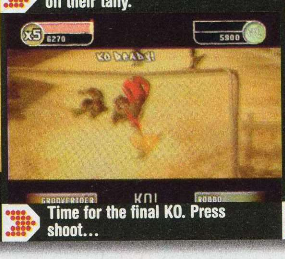
Beating one man means a goal is added to our tally.



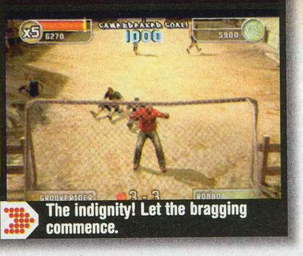
Beating two opponents takes a goal off their tally.



Beat a third man and you'll gain a further goal. Still with us?



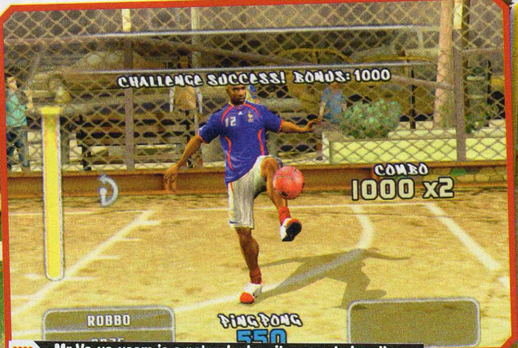
Time for the final KO. Press shoot…



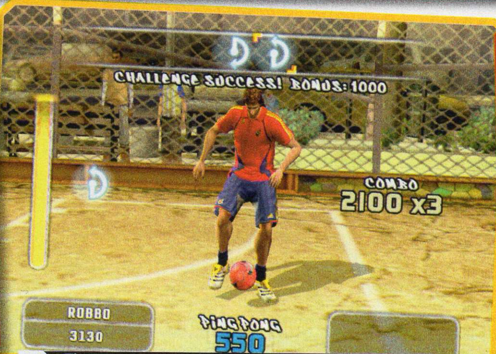
The indignity! Let the bragging commence.

TRICK SHOT

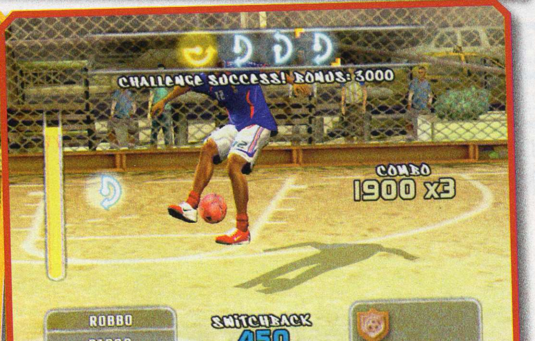
Up to eight pals can partake of the Skills Challenge, a mini-game that tests your juggling skills to infinity...and beyond! Follow the prompts rhythm-action style and indulge in a bit of freestyling if you're feeling cocky. You'll be surprised how soon cramp sets in.



Mr Va-va-voom is a natural when it comes to juggling, knocking the old pig's bladder around like a balloon.



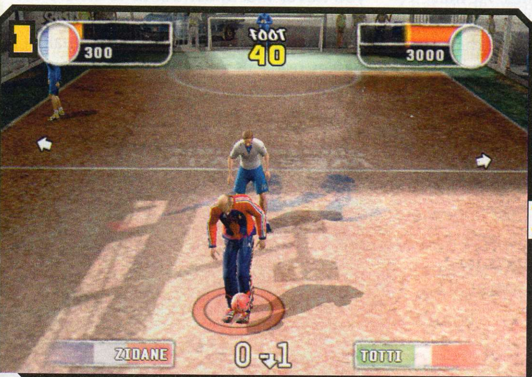
The prompts may look basic, but using our Xbox pad we struggled to put lengthy combos together.



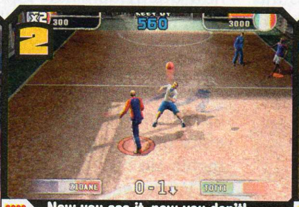
Successfully completing the skill challenges will give you major bragging rights.

GALLIC GOALS

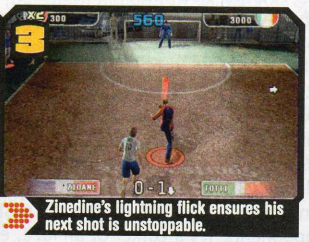
Fancy learning a quick but ultra-effective combo that'll not only get you a goal but also send your GameBreaker meter soaring high into the stratosphere? Of course you do – you'd be a fool not to – so let *GM* show you how.



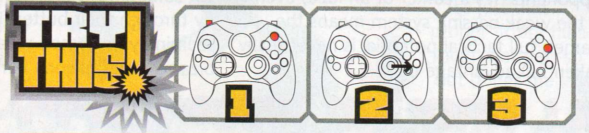
Zidane's showboating lures his marker in.



Now you see it, now you don't! Pure Zizou magic.



Zinedine's lightning flick ensures his next shot is unstoppable.



Hold L Trigger and Y to get the ball airborne. When a rival approaches, give the Trick Stick a flick up, and hold shoot (B) for a devastatingly powerful drive.

LEGENDS

It's really quite heart-warming to discover that Gazza's still got the moves.

Le Grand Eric's 'Seagull Basher' – it made us chortle...

...but why on earth has poor Pelé done to be given such lousy stats?

the kind of flicks and feints you'd never master in a million years in real life. But does *Street 2* have more to it than mere aesthetic appeal or is it just a two hundred trick pony?

(S)KILL BILL

Rule the Streets mode acts as the *Street 2*'s fulcrum. As you gradually work your way up the street footy hierarchy from nobody to International captain, you'll amass new teammates, grow in responsibilities and watch your skills blossom. Perhaps most importantly, you'll also rack up oodles of Skill Bills that allow you to top up stats and unlock new players and pitches. As a series of challenges, Rule the Streets has major appeal – you'll really get the bit between your teeth as you toil your way through some seriously tricky trials of skill, verve, tenacity and luck.

Pulling off a random trick by tapping Y is by far the easiest way to beat a man, but it's hardly going to get you much kudos out on the mean streets. Instead, you're going to want to learn how to work the overhauled Trick Stick to really turn rivals inside out. In the original *Street*, you could only grit your teeth while your opponent dumped you on your arse. Thankfully EA has seen sense and implemented all-new skill battles, so if your reflexes are quick enough, there's a chance you'll make the block if you press the defensive stick in the correct direction. It's a bit like chess, but with… er, a football.

PASS MASTER

If you're more of the Xabi Alonso type and prefer to pass your way around the pitch rather than beating your foes through sheer flair, you'll love the

GAME ON

To capture Rob's true beauty and staggering upper body, muscle mass is set to max – he wishes.

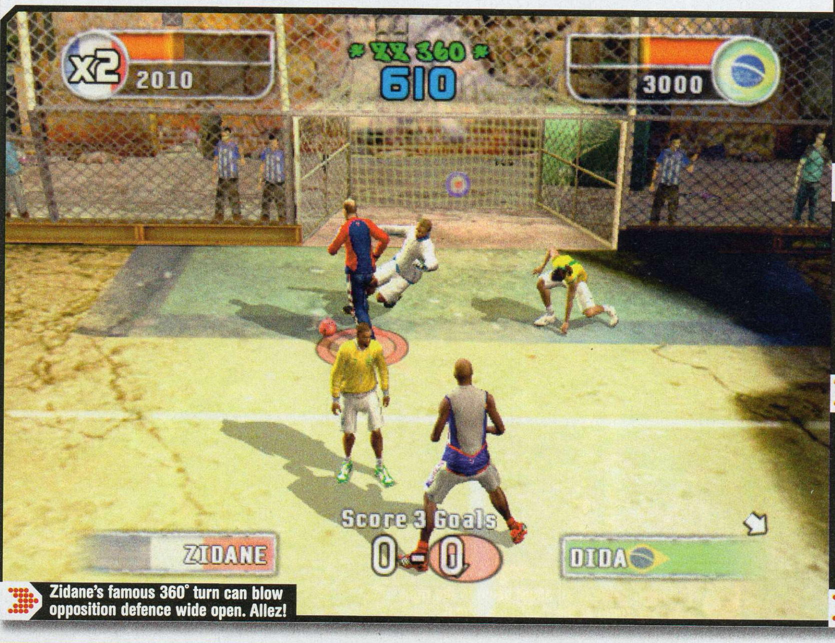
Looking swish is half the battle in this game, so be sure to clad your gladiator in this bonafide licensed gear.

Time for headgear now. We're undecided between this delightful accessory and the tweed cap.

Oh yeah, that's just *too cool*. Now we're ready to hit the streets. Literally, if the shades are as dark as they look.

SIG-A-SIG AH

Street 2 is full of superstar players, but only the finest have their own special signature move. To discover whether your hero is packing or lacking, just hold down R Trigger and tap Y...



Zidane's famous 360° turn can blow opposition defence wide open. Allez!

Becks wields the over-the-head 'Goldenball' flick.

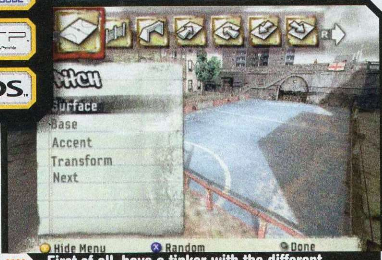
Ronaldinho's flip-flap is renamed the 'Chicken Leg'.

Placcy Ronny's 'Just Did It' is a jazzed-up lollypop.

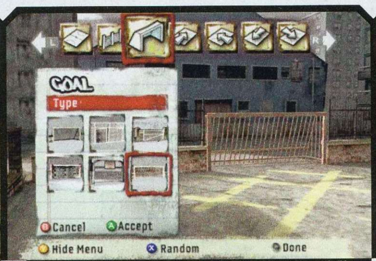
OUT: 3RD MARCH **• FORMAT:** XBOX **• PRICE:** £39.99
• DEVELOPER: EA **• PUBLISHER:** EA **• ONLINE:** NO **• OTHER FORMATS:** PS2, CUBE, PSP, DS
• WEB: WWW.FIFASTREET2.COM **• PLAYERS:** 1-4 (1-8 JUGGLING)

CONCRETE JUNGLE

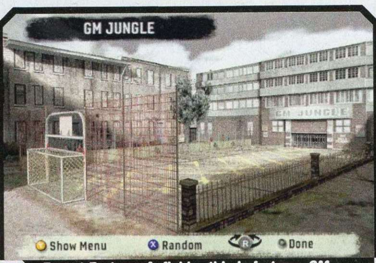
While the original *Street* allowed you to put together a totally customised roster of players, you were still forced to play all your matches on one of the default pitches. But that's all changed for *Street 2* – it now includes a comprehensive pitch editor so you can create a unique home base for your crew. Bless.



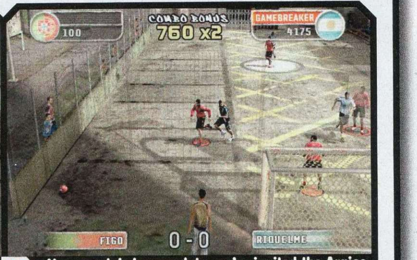
First of all, have a tinker with the different surfaces and see what catches your eye.



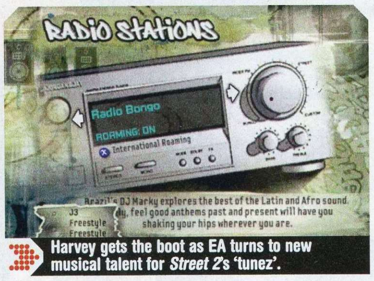
A huge variation of nets await. We're especially keen on this scary rusty metal variety.



Forget Fortress Anfield – this is fortress *GM*, affectionately known as the "*GM* Jungle".



Now our lair is complete, we're invited the Argies over for a kicking. Take that Tevez!



Brazil's DJ Marky explores the best of the Latin and Afro sound. ...dy, feel good anthems past and present will have you shaking your hips wherever you are.

Harvey gets the boot as EA turns to new musical talent for *Street 2*'s 'tunez'.

Other formats

What's it like on your machine?

CUBE Doesn't suit the Cube's unwieldy pad particularly well, but it looks slick.

PS2 More tricks due to the extra buttons on PS2's controller, but suffers from minor slowdown.

new juggling mechanic. Pinging the ball around Keepy Uppy-style wins you more pointage than Chelsea, but beware since it also leaves you more vulnerable to counters.

Another new feature in *Street 2* is the sheer variation in the size of the different pitches. They range from the claustrophobic, cobbled back alleys of Rome to the breadth of the New York basketball courts. Larger pitches offer more room for manoeuvre, but when in Rome you'll find yourself wholly dependent on trickery like pannas (nutmegs to us Brits) to squeeze past your opponents. It's a corker of an idea, even if the weak passing system means the game's full tactical potential is never really taken full advantage of.

BALLS UP

We remain undecided about EA's fresh take on *Street*'s GameBreakers, expanded here to such a freakish degree that instead of feeling like a cute gimmick they now utterly dominate games. At their best, from 3:0 down you'll be able to turn around a match in seconds. At their worst, there's no real incentive to score normal goals because the result of match-ups often boils down to who's most efficient at topping up their GameBreaker meter. Ho hum.

While we're here, let's talk keepers. Most matches they seem near impervious, yet sometimes they'll let the lamest shots fly through their butter fingers for seemingly no reason whatsoever. It's bizarre – and majorly lame.

It's also a shame that key soccer mechanics – like, oh, say, passing – almost seem like an afterthought, seeing as they don't seem to drag opponents out of position. Of course, it hardly helps that you never feel in control as to where the majority of your passes are actually ending up. You can revert to manual passes using L and Ⓐ, but they often end up as aimless long punts rather than incisive through balls.

The footy equivalent of The Village People. "We want *you* as a new recruit!"

> "PINGING THE BALL AROUND KEEPY UPPY-STYLE WINS MORE POINTAGE THAN CHELSEA"

FIFA STREET 2 PSP

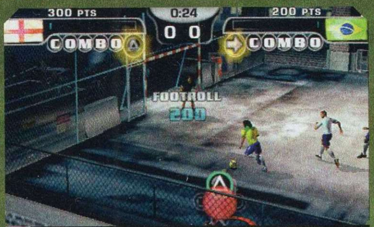
FIFA in the hand is worth *Street 2* in the, erm…

PSP owners who are expecting an identikit version of *Street 2* on handheld (as per almost every other PSP port so far) will be in for a little bit of a surprise, because it actually does look and play in an uncannily similar fashion to the original console *Street*.

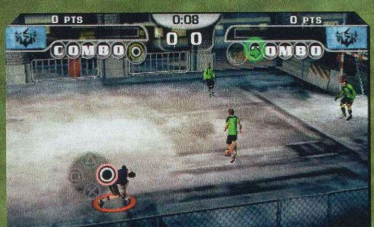
PORTABLE PUNTS

For starters, the camera has reverted to a traditional side-on view (which thankfully seems to suit PSP), juggling has gone completely AWOL, the potential for tricks has been severely castrated, yet somehow the gameplay feels strangely purer as you're forced to concentrate on actually moving the ball around and playing *football*.

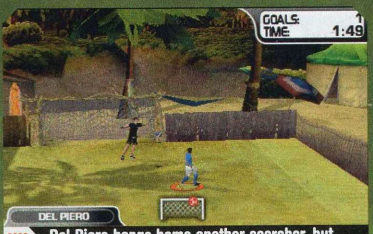
Unfortunately, PSP has proved time and again that its control layout isn't suited to fast-paced soccer, meaning you'll dislocate more than a few fingers trying to stick that ball in the back of the net. Whether the focus on substance over style is necessarily a good or a bad thing depends upon your personal preference, but in terms of a port, Street 2 PSP is different animal to its console brethren. Since the original Street never appeared on PSP though, we'll forgive EA this time.



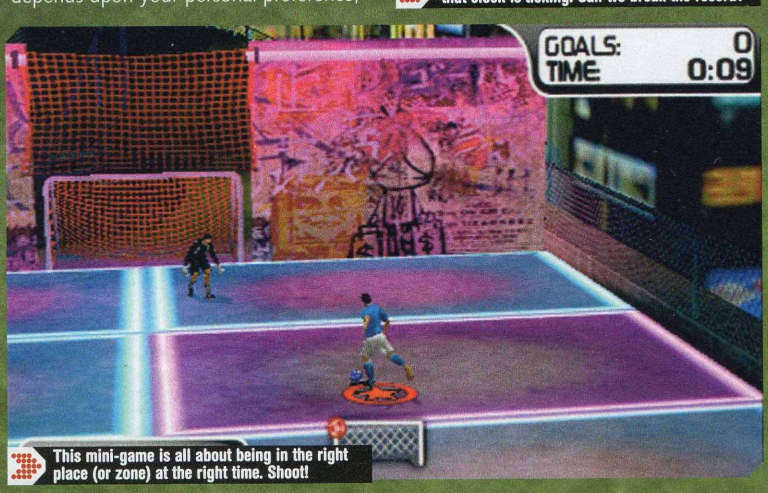
Skill moves have been drastically scaled down, with no Trick Stick to speak of.



Furiously tap Circle for the chance to counter your opponent's beat move.



Del Piero bangs home another scorcher, but that clock is ticking. Can we break the record?



This mini-game is all about being in the right place (or zone) at the right time. Shoot!

JUDGEMENT

ROB

GM LOVES

- Feels calmer and far less cluttered than console *Street 2*.
- Some really slick animation on show

GM HATES

- Looks dated.
- Fiddly controls.
- It's not exactly a port, is it?

GRAPHICS 68%
Clean and fluidly animated but pretty uninspiring, plus iffy player 'likenesses'.

GAMEPLAY 74%
Scant trickery means more emphasis on teamwork. Plays like *Street 1*.

LIFESPAN 74%
Rule the Street and minigames pad it out, but cramp will get you in the end…

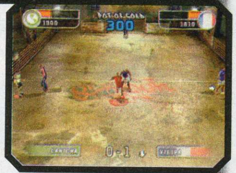
OVERALL

72%

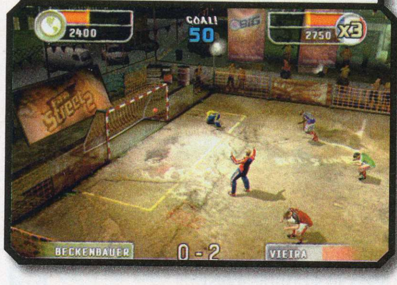
A bare-boned port that plays more like the original *Street* than a true 'sequel'.

SHOULD YOU BUY IT?
BETTER THAN: FIFA Football 2005, 62%
WORSE THAN: ....PES 5 PSP, 80%
WAIT FOR:..................: FIFA 2007 (Summer)
BEST PRICE:............ £29.99 Amazon.co.uk

CANDID

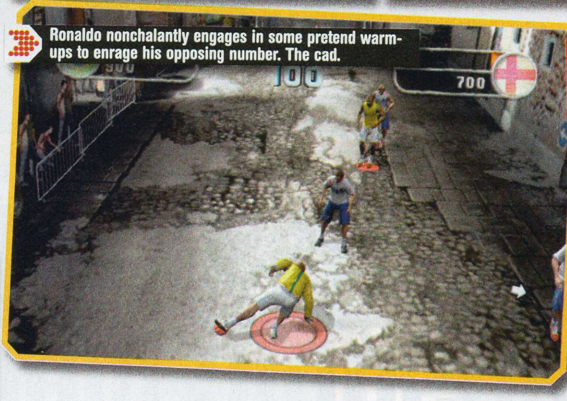


You might have noticed anyway, but *Street 2* has bravely opted to switch from a traditional Side Cam to an End Cam. We prefer it, but you can always switch back if you don't.

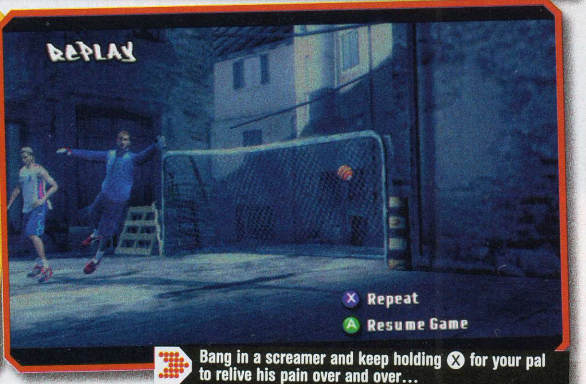


DISS-GRACE

At least half of *Street 2*'s vast appeal is down to mickey-taking and bragging rights. EA know this full well, hence the repertoire of taunts and rub-it-in replay feature...



Ronaldo nonchalantly engages in some pretend warm-ups to enrage his opposing number. The cad.



Bang in a screamer and keep holding Ⓧ for your pal to relive his pain over and over...

Worse still, long drawn-out animations still mean you feel strangely detached from the immediacy of the action, while we'd argue that the new EA radio system, with its repertoire of 'keepin' it real' DJs (please stand up Mr Zane Lowe), is arguably even more irritating than the dulcet tones of So Solid's Harvey. It all adds to that Americanised flavour; *Street 2* has done nothing to shake the feeling that it was helmed by people who, fundamentally, don't really understand our national game.

FLAIR WITCH

EA has obviously worked hard to flesh out the original *Street*'s painfully linear gameplay, rewarding skilful players with an ever more outrageous armoury of skill moves, juggle beats and GameBreakers. It isn't necessarily the direction we'd have taken the game in, but for a game that's all about flair it certainly takes some beating. Such a pity then that those drawn-out animations still rob matches of true spontaneity.

Put simply, by all means go out and buy *FIFA Street 2* if: a) You're a gamer yearning for instant gratification without really having to work all that hard; b) You're a sucker for all those skill moves and seeing Rooney and Ronaldinho showboating in their civvies; c) The original *Street* rocked your world. It's just that 'proper' footy fans might not get so hot under the collar. GM

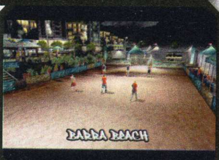
KEEPERS!

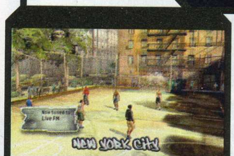
Control your keeper by holding Ⓨ when in possession. It's terrible to let the opposition goalie score, but it's easy to dispossess the oaf and roll the ball into an unguarded net.

300
600
LEE WOON-JAE
0-1
CHARISTEAS

FEVER PITCH

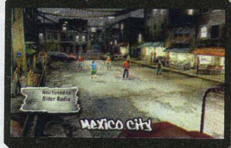
While a pitch's surface might not directly affect the gameplay, its size certainly does.

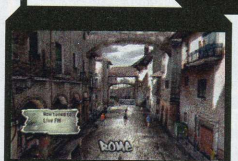




New York match ups take place on two vast basketball courts.

Mexico has a far more claustrophobic aura, and is more rewarding for the more skilful players.

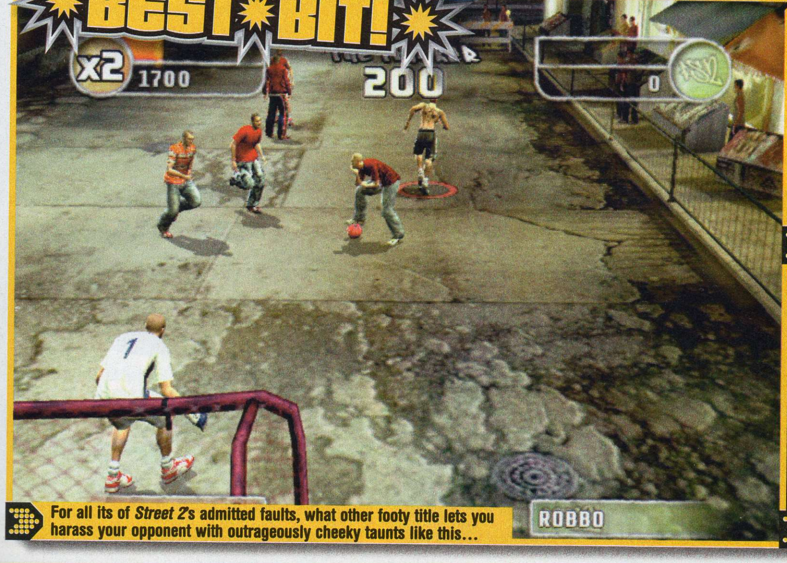




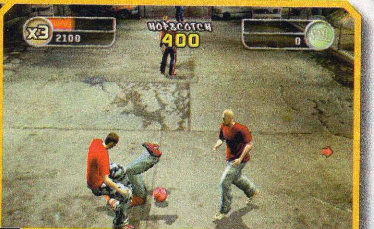
Rome's cobbles are crazy. Use off-the-wall passes to prosper if you want to get anything half way decent here.

"FOR A GAME ALL ABOUT FLAIR IT TAKES SOME BEATING"

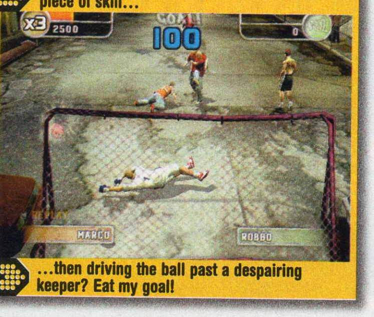
BEST BIT!



For all its of *Street 2*'s admitted faults, what other footy title lets you harass your opponent with outrageously cheeky taunts like this...



...before sending them crashing with a tasty piece of skill...



...then driving the ball past a despairing keeper? Eat my goal!

JUDGEMENT

ROB

GM LOVES

- Those funky Jungle Beats
- Fouling Cristiano Ronaldo
- Playing as Gazza

GM HATES

- Preposterous GameBreakers
- Inconsistent AI
- Frustrating gameplay

GRAPHICS 86%

Stunning animation and varied locales. *Street 2* redefines the term 'sexy soccer'.

GAMEPLAY 74%

The obsession with flashy trickery over pass 'n' move continues to grate.

LIFESPAN 75%

Rule the Street takes a solid 10 hours to beat. Then it's grudge match time...

OVERALL

80%

A casual gamer's dream, but seasoned footy veterans will take more convincing that this.

SHOULD YOU BUY IT?

BETTER THAN:.....Better than: FIFA Street 72%
WORSE THAN:.......................PES 5 , 96%
WAIT FOR:....................FIFA 2007 (Summer)
BEST PRICE:.............£29.99 Amazon.co.uk

- **OUT:** NOW
- **FORMAT:** DS
- **PRICE:** £29.99
- **DEVELOPER:** BANDAI
- **PUBLISHER:** ATARI
- **ONLINE:** NO
- **SPECIAL:** AD-HOC LINKUP MODE
- **OTHER FORMATS:** NONE
- **WEB:** HTTP://WWW.UK.ATARI.COM
- **PLAYERS:** 1-2

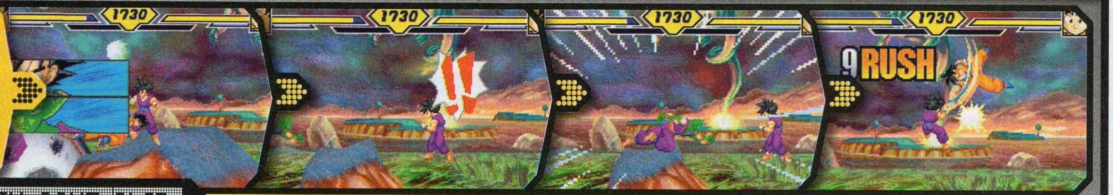
DS

WHAT IS IT?

Another *DBZ* game – except this one's got Bardock and Brolly, and lets you form three-character teams.

- Maximum, Z Battle, Free Battle and Story modes
- 'Alternative' storylines

HOW IT PLAYS

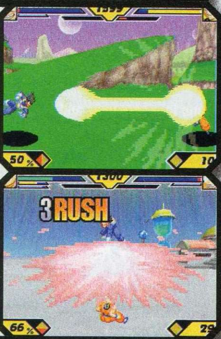


IN-GAME CLIP: Goku and Piccolo team up for the mother of all finishers – and Goku doesn't even end up dead this time. Hoorah!

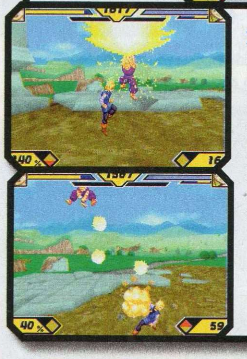
DRAGON BALL Z: SUPERSONIC WARRIORS 2

Now with three times as much SHOUTING!

CATCH SOME ZS



In Z Battle mode, you've got Z points to make yourself a team out of the fighters and support characters. If you stick to weak ones like Kid Gohan, Dende or Krillin you can have a full three-man team…



But if you want a tougher character like Gotenks, you'll need to keep it down to two men. Of course, you could just pick one Super Saiyan and take on all-comers alone.

This is what *Dragonball* in comics is like: 1. Everybody shouts at each other for 10 minutes, 2. Everyone punches each other and blows up loads of scenery for two minutes, then 3. The most-bruised person meditates and: 4. Everyone goes back to step one. In the PS2 version of *Dragonball Z* it's much better because they skip all the shouting, but in *Supersonic Warriors 2* they skip almost everything else.

In one-on-one battles, *Supersonic Warriors* really isn't that complex. There are two attack buttons, a block and various levels of ki blast to pull off – there aren't really any complex combos.

KI TO YOUR HEART

The big draw is the multi-character battles. You can build up a team of people, depending on their level of skill – Majin Buu's level seven, so he has to fight on his own, but Tien, Krillin and Yamcha are all rubbish so they can form a gang. With certain characters you can call for 'assists' – bring Krillin on and he'll fling Destructo-discs about for a couple of seconds, for instance. With others, you can pull off team attacks like Goku and Piccolo's double-blast.

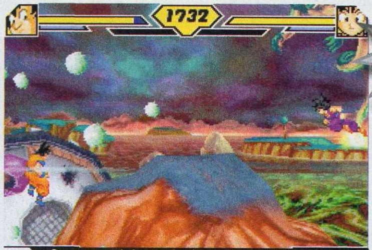
It works okay, but is nowhere near as brilliant as the manic *Capcom Vs SNK2*, where everybody screams and knocks each other off the screen and calls for assists until your brain feels like it's exploding. In comparison, this feels tame – calls for assists won't even actually work unless you're at a standstill. If you can't get hold of the Japan-only *Jump Superstars* this is your best bet for *Dragonball Z* completism, but it could be a lot better. And louder. GM

> "BRING KRILLIN ON AND HE'LL FLING DESTRUCTO-DISCS ABOUT"

Other Formats

The closest alternatives on your console:

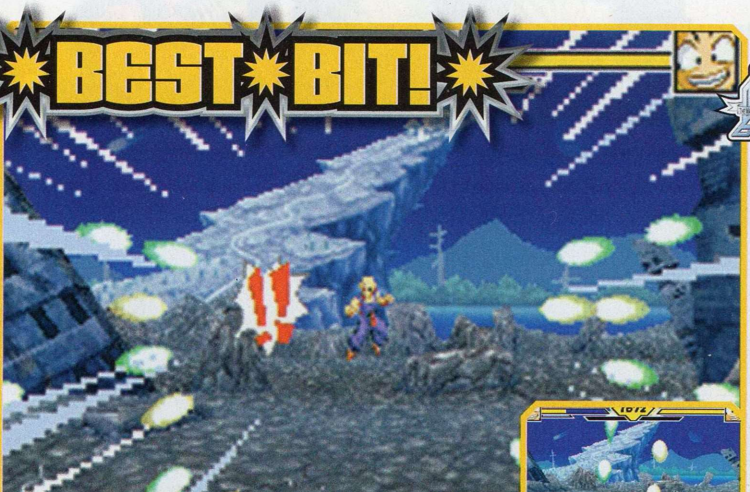
GBA	DBZ: Advanced Adventures	75%
CUBE	DBZ Budokai 2	75%
PS2	Dragonball Z: Budokai Tenkaichi	80%



Some special attacks home in more than others – the ones that don't are pretty useless.

1266
09 RUSH
40%
25%

BEST BIT!



Watching Krillin ruin his orange slacks when Team Goku's super attack gears up… Prepare for defeat, Krillin.

JUDGEMENT

THE MASTER OF GAMES SINCE 1983

JOEL

GM LOVES	GM HATES
+ Pulling off a team attack, rare treat that it is + Beating anyone up using Mr Satan – you've got to love that moustache	- Buu's unblockable absorbo-attack. Why do they have to put it in every game?

GRAPHICS 75%
The attacks and backgrounds are okay, but the characters are uninspiring.

GAMEPLAY 55%
Thump-thump-thump...Kamehameha! Repeat until everyone's dead.

LIFESPAN 70%
You'll play it to unlock all the characters – six hours – but it's a chore.

OVERALL

60%

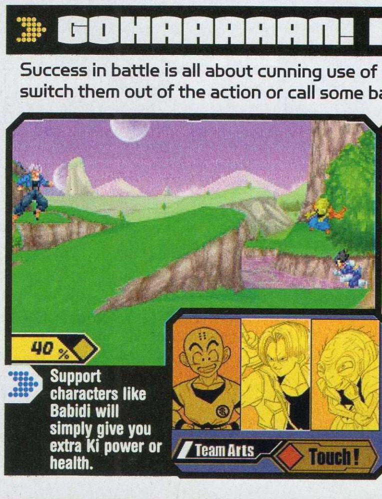
Fun for a while, but too limited to be the all-conquering *DBZ* game we're hanging on for.

SHOULD YOU BUY IT?

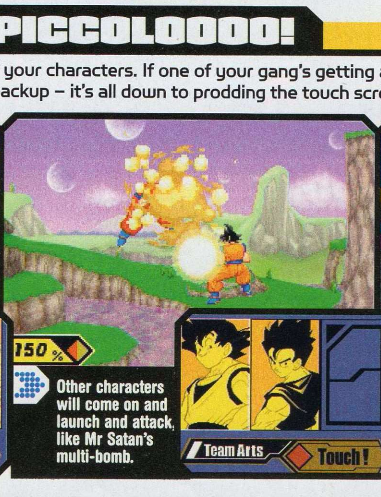
BETTER THAN:	Dragonball Z, 40%
WORSE THAN:	DBZ: Budokai Tenkaichi, 80%
WAIT FOR:	Tekken 6, TBC
BEST PRICE:	£24.99, gameplay.com

GOHAAAAAAN! PICCOLOOOO!

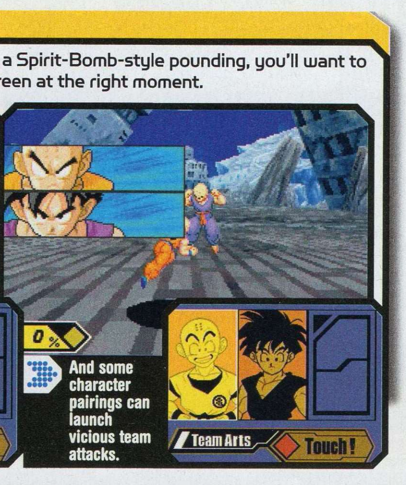
Success in battle is all about cunning use of your characters. If one of your gang's getting a Spirit-Bomb-style pounding, you'll want to switch them out of the action or call some backup – it's all down to prodding the touch screen at the right moment.



Support characters like Babidi will simply give you extra Ki power or health.

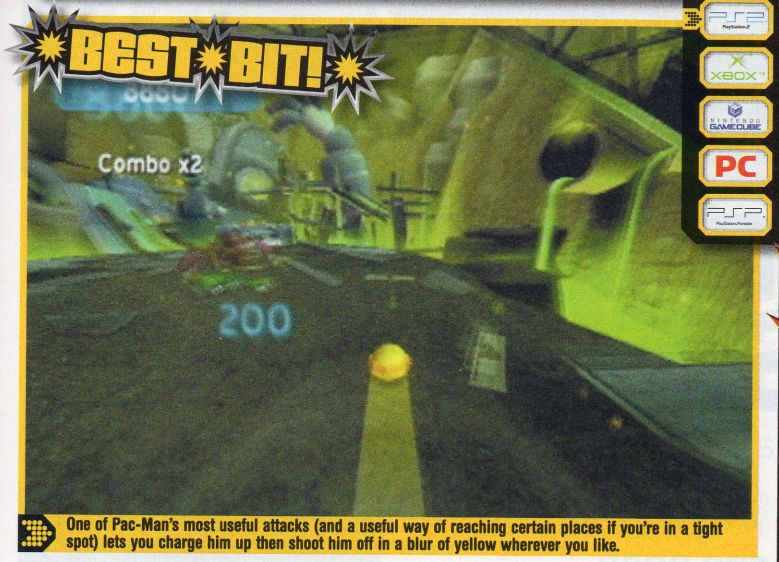


Other characters will come on and launch and attack, like Mr Satan's multi-bomb.



And some character pairings can launch vicious team attacks.

• OUT: 17TH FEB **• FORMAT:** PS2 **• PRICE:** £39.99 **• DEVELOPER:** BLITZ GAMES **• PUBLISHER:** EA **• ONLINE:** NO **• OTHER FORMATS:** XB, GC, PC, PSP **• WEB:** WWW.NAMCO.COM/GAMES/PACMANWORLD3 **• PLAYERS:** 1



One of Pac-Man's most useful attacks (and a useful way of reaching certain places if you're in a tight spot) lets you charge him up then shoot him off in a blur of yellow wherever you like.

PAC-MAN WORLD 3

He's ageing and so is this game design!

Pac-Man has reached the respectable age of 25, but he doesn't look a day over 20 with that smooth yellow skin and appetite for life. And what better way to celebrate 25 years than by talking for the first time ever. Yes, this game is the first one in which you'll actually hear Pac-Man speak – to be fair, it probably should have happened earlier. He's got a big enough gob to talk out of.

PAC-KED OFF

The game begins with Pac-Man just about to munch on his birthday cake, only to be rudely teleported away before he gets chance.

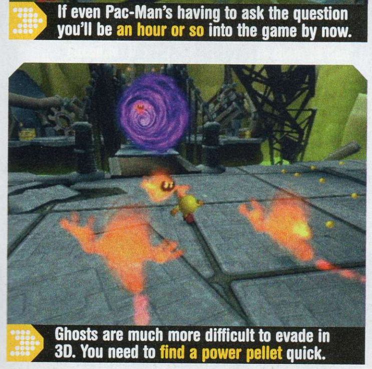
He find himself in a strange land full of monsters that need smacking up, ghosts that need to be chomped down on with the assistance of a power pellet and caverns and lava that can only be crossed after solving fairly straightforward puzzles.

This is platforming by numbers, or rather by joining the dots. The visuals are ropey and the camera doesn't work particularly well, but Pac-Man does have a fair few decent moves. He can bounce around like a ball flattening enemies or pop a pill and run around them causing explosions in his path.

You even get to play traditional 2D *Pac-Man* at certain points, but none of it makes up for the fact it's an empty game where you do things the game's way or not at all. We're in no position to suggest that at 25 you're past it, but this could be proof that's the case.

Orson, why am I here?

If even Pac-Man's having to ask the question you'll be an hour or so into the game by now.



Ghosts are much more difficult to evade in 3D. You need to find a power pellet quick.

JUDGEMENT

KATH

GRAPHICS [illegible]

It's not the prettiest game with its generic levels and it's fairly glitchy, too.

GAMEPLAY [illegible]

Finding keys, and dodging spiky walls: there's little that you haven't seen before.

LIFESPAN [illegible]

The various puzzles and challenges should keep you going for a week or so.

OVERALL

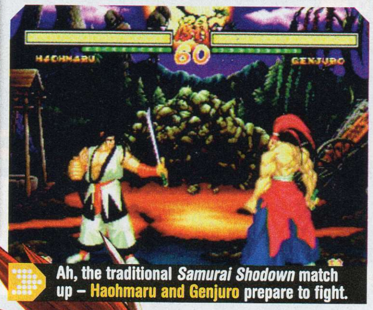
54%

Maybe he shouldn't open his big yellow mouth to volunteer for a sequel next time.

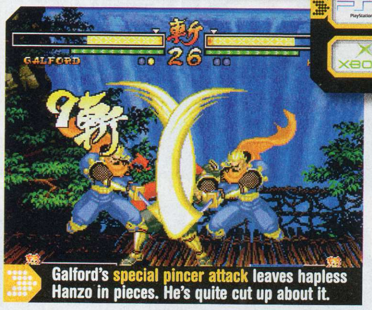
SHOULD YOU BUY IT?

BETTER THAN:.....Crazy Frog Racer, 38%
WORSE THAN:..................Pac N Roll, 76%
WAIT FOR:...........Ice Age 2: The Meltdown, ...Spring
BEST PRICE:.....................£26.99, play.com

• OUT: 26TH MAY **• FORMAT:** PS2 **• PRICE:** £19.99 **• DEVELOPER:** SNK **• PUBLISHER:** IGNITION **• ONLINE:** NO **• OTHER FORMATS:** XB **• WEB:** WWW.IGNITIONENT.COM/SSV **• PLAYERS:** 1-2



Ah, the traditional *Samurai Shodown* match up – Haohmaru and Genjuro prepare to fight.



Galford's special pincer attack leaves hapless Hanzo in pieces. He's quite cut up about it.

SAMURAI SHODOWN V

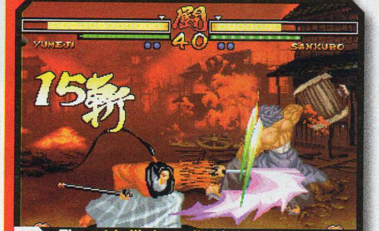
Should you give it the V?

KAZUKI
48
SOGETSU

Sogetsu relies on water-based attacks while Kazuki is more of the fiery type.

MONSTER INC.

Kusaregedo is undead, with a razor-sharp bone sticking out of his arm.



The pot-bellied cannibal is hungry – and svelte Nina is definitely on the menu!

KUSAREGEDO
20
NINA

Ugly ogre Sankuro is a cheating swine – but he's more than met his match in Yumeji.

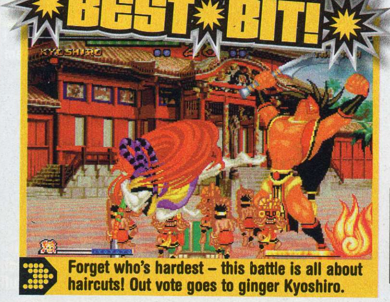
Chances are if you're into your 2D fighters you'll already have waggled your joystick to SNK's classic *Samurai Shodown*. But does that V in the title stand for 'victory' or 'vile'? Or perhaps just 'five'…

There's no denying that *SSV* is packed with personality, from the outstanding selection of barnets on display through to the mad Japanese humour that litters exchanges between combatants.

SSV's gameplay is also noticeably different from stablemate *King of Fighters*, in that you won't find many agile Bogard/Higashi types here – main protagonists Haohmaru and Genjuro are beefy samurai, relatively slow and methodical in their attacks.

As you tussle, be sure to keep an eye on your Sword Spirit and Rage Gauges. The sprit gauge rises while you're on the defensive but drops with each failed attack, meaning it pays to be economical with your strikes. In contrast, your Rage Gauge builds up when you take punishment, letting you unleash some devastating payback.

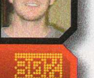
Though it suffers from a hideously unbalanced character roster and some pesky difficulty spikes, *Samurai Shodown V* has enough retro quality to make even the most cynical beat-'em-up fan rattle their katana in delight.



Forget who's hardest – this battle is all about haircuts! Out vote goes to ginger Kyoshiro.

JUDGEMENT

ROB



GRAPHICS 80%

Top character design, funky haircuts and billowing robes. 2D dreamland.

GAMEPLAY [illegible]

Fun, but the roster is unbalanced. A lack of really cool special moves, too.

LIFESPAN [illegible]

Frustrating, but can be heaven with a pal. Xbox owners can go fight on Live.

OVERALL

70%

While not exactly abundant in quality, we're not going to insist it commit hari-kari either.

SHOULD YOU BUY IT?

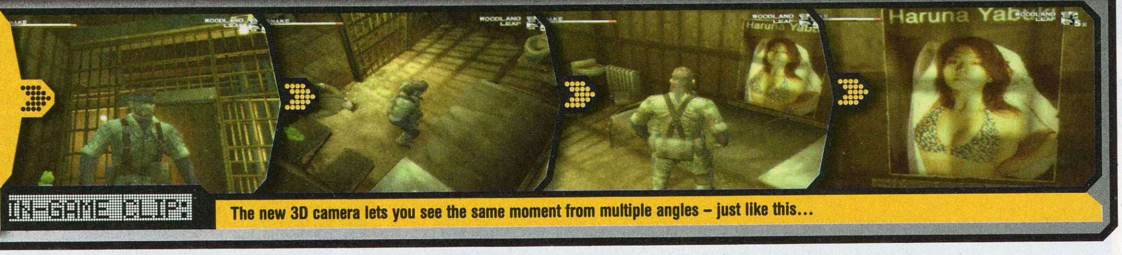
BETTER THAN:................Saint Seiya, 34%
WORSE THAN:........King of Fighters 2002 ....79%
WAIT FOR:...........Street Fighter Alpha MAX ....February

OUT: NOW (JAPAN) JUNE (UK) **FORMAT:** PS2 **PRICE:** £49.99 (IMPORT) **DEVELOPER:** KOJIMA PRO **PUBLISHER:** KONAMI **ONLINE:** MULTI-PLAYER **SPECIAL:** LINK UP WITH PSP METAL GEAR ACID 2 TOBIDACID SYSTEM **OTHER FORMATS:** NONE **WEB:** WWW.KONAMI-EUROPE.COM **PLAYERS:** 1-8

WHAT IS IT?

A three disk re-mastering of *MGS3.*

- Full 3D camera, plus new camouflage and difficulty levels
- New Snake versus Monkey mini-game and both *Metal Gear* games from MSX



IN-GAME CLIP: The new 3D camera lets you see the same moment from multiple angles – just like this…

METAL GEAR SOLID 3: SUBSISTENCE

As brilliant as it is baffling, *Metal Gear* gets a remix…

Even if we shrunk the text like this, dropped the screenshots and didn't mention the *properly* mental stuff – like Sigint's poo-firing tank dream – a list of *MGS3's* best bits would spill past page 114 and into the next issue. It's *that* deep.

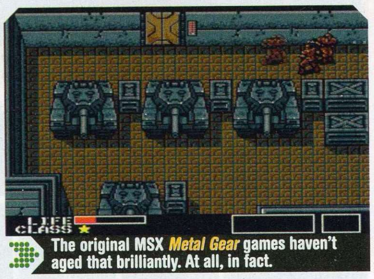
But if *MGS3* is layered like a trifle, then *Subsistence* is an onion hidden inside a Russian doll. From the excellent online mode, to the sheer beauty of the three-disk box set, *Subsistence* is one of the most daunting, rewarding and *complete* 'packages' – 'game' sells it short – on PS2.

TOP GEAR

The first disk, 'Subsistence' is regular *MGS3* (95%, GM158), but with a full 3D camera on the right analogue stick. Sadly, the free-roaming camera is inferior to the default view – unless you're ogling Snake's facial detail.

The second disk, 'Persistence', is the killer, with new Snake vs Monkey levels (good), the original 2D MSX games recently released on – here's your clue – mobile phone (rubbish) and a full 1-8 player online mode (excellent). Online play is easily a match for *SOCOM*, with cleverly balanced classic *'Gear* techniques like hiding in boxes, sniping and throwing girlie magazines to distract guards.

The third disk, 'Existence', is a painstakingly re-edited 3.5-hour *MGS3* movie – but dull for those who know the plot. Truth told, you'd be an obsessive to import *Subsistence* in Japanese, but if you a) Regularly play online or b) Have never played *MGS3* before, this will be an essential UK purchase. It's the same imperfect, fiddly experience it always was (the double tap ⊗ stand up thing? Gah!), but we'd rather be frustrated by genius, than cuddled by mediocrity.



The original MSX *Metal Gear* games haven't aged that brilliantly. At all, in fact.

SEXY 3D!

You can import your photos from *MGS3* – yes, including the 'accidental' ones of Eva's cleavage – and watch them in glorious 3D.

EQUIP
MOVE
ATK:100 HIT:95%
CAL45×2
Silenced;Adds Fall

All you need is a USB link up cable and a copy of the recently released (in Japan) *Metal Gear Acid 2* on PSP.

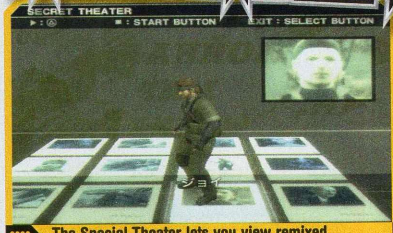
TOBIDAC!D
SOLID EYE

Simply pop on the TOBIDACID eye goggles (left) and prepare for a shock – it almost looks like a cel-shaded hologram.

> "IT'S LIKE AN ONION HIDDEN INSIDE A RUSSIAN DOLL"

BEST BIT!

GAMES MASTER GOLD AWARD



The Special Theater lets you view remixed 'comedy' cut scenes for some light relief.

In one of the more unusual stories, The End stalks Eva by hiding in a crocodile. Yes, really.

JUDGEMENT

GM LOVES	GM HATES
+ The incredible boss battles, humour and depth + The tactical, balanced, online play + Punching men in the pants disguised as a gay Major	- The fiddly lie down/ kneel/stand up system - The endless waffly cutscenes - The first Jungle section is a bit slow

Other Formats

The closest alternative on your console:

PS2	Metal Gear Solid 3: Snake Eater	95%
PSP	Metal Gear Acid	75%
PSP	Metal Gear Acid 2	N/A

GRAPHICS 91%

Incredible foliage detail – which looks even better with the 3D camera.

GAMEPLAY 86%

Initially intimidating and awkward, but ultimately deep, subtle and rewarding.

LIFESPAN 86%

15 hours to complete, but there's so many secrets to find after multiple plays.

OVERALL

90%

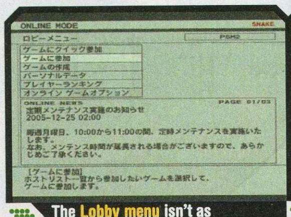
A great game, with exceptional online play and mixed extras. Wait for the UK release.

SHOULD YOU BUY IT?

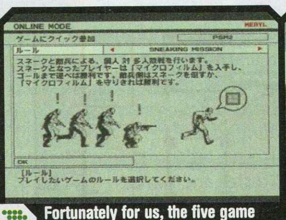
BETTER THAN:...Metal Gear Solid 2, 00%
WORSE THAN:.........Resident Evil 4, 00%
WAIT FOR:.........................Metal Gear Solid 4
BEST PRICE:............£29.99, gameplay.com

CAN YOU PLAY ONLINE IN THE UK?

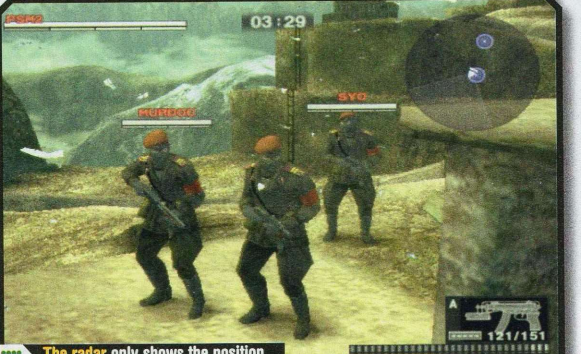
The Japanese import version of *Subsistence* is playable online in the UK. The menus are baffling, but provided you can type in your Name, Password, Password Confirm and User Handle, you're off. So far, we've seen little lag, and play is slow, tactical and tense.



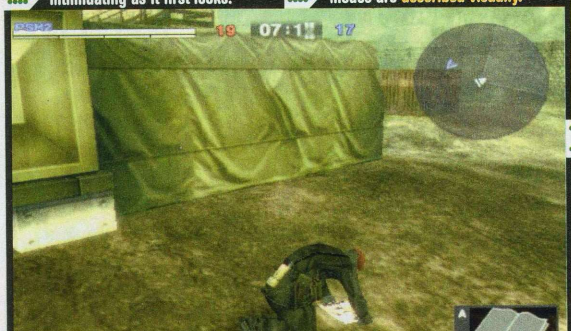
The Lobby menu isn't as intimidating as it first looks.



Fortunately for us, the five game modes are described visually.



The radar only shows the position of your own team members.



Girlie mags make rivals temporarily stop in their tracks.

One team attacks, another defends – it's vintage *MGS* stuff.

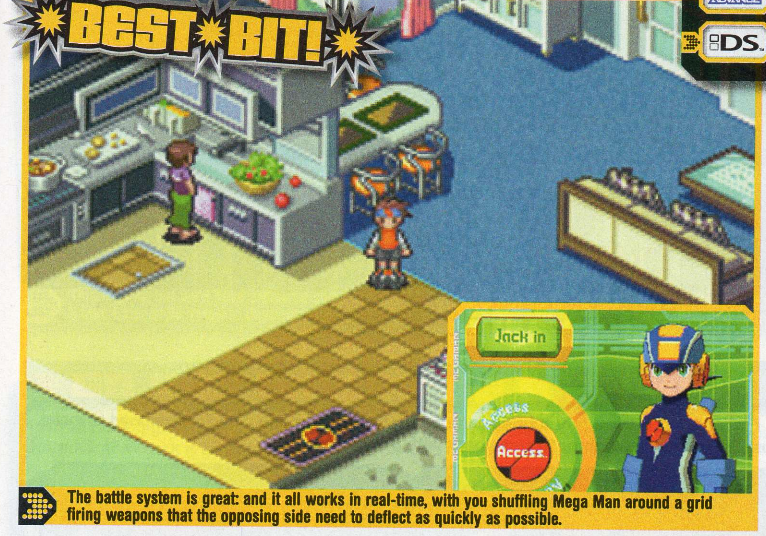
A quick button tap cycles between the choice of weapons – handy.

- **OUT:** NOW
- **FORMAT:** DS
- **PRICE:** £29.99
- **DEVELOPER:** CAPCOM
- **PUBLISHER:** CAPCOM
- **ONLINE:** NO
- **OTHER FORMATS:** GBA
- **WEB:** WWW.CAPCOM.COM
- **PLAYERS:** 1-8

GAME BOY ADVANCE

DS

BEST BIT!



The battle system is great: and it all works in real-time, with you shuffling Mega Man around a grid firing weapons that the opposing side need to deflect as quickly as possible.

MEGAMAN BATTLE NETWORK 5: DOUBLE TEAM DS

Now for something completely similar...

We don't know what's worse. The fact that this is the fifth instalment of a series, barely changed since the original, or the fact that it's a near-direct port of the GBA game.

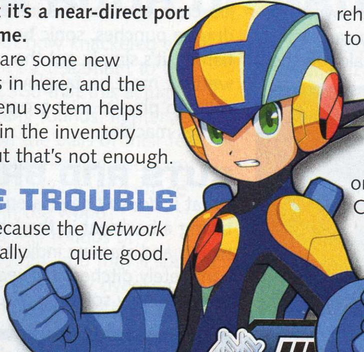
Sure, there are some new speech samples in here, and the touchscreen menu system helps simplify things in the inventory department. But that's not enough.

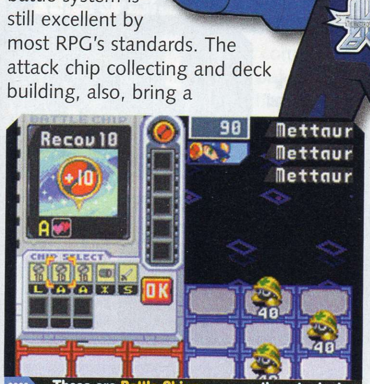
DOUBLE TROUBLE

It's a shame, because the *Network* games are actually quite good. Simple they may be, but the real-time battle system is still excellent by most RPG's standards. The attack chip collecting and deck building, also, bring a commendable level of strategy and planning to the proceedings.

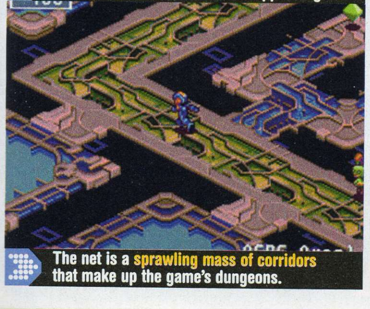
In fact, the series is probably one of the most overlooked RPG's around, but rehashing it like this isn't going to do it any favours.

If you haven't sampled it before, you're best opting for one of the earlier (not to mention cheaper) versions on GBA, or hold out in the hope that Capcom may give the DS's it's own, completely original instalment. Let's hope so.





These are Battle Chips: you use them to deal damage to the enemies on the opposite grid.



The net is a sprawling mass of corridors that make up the game's dungeons.

JUDGEMENT GERAINT

GRAPHICS 30%
Come off it. It's a GBA game, but we expect far more effort for our money.

GAMEPLAY 65%
We stand by our opinion that the *Network* games are rather good.

LIFESPAN 78%
Not exactly a daunting RPG, but there's a pretty hefty adventure in here.

OVERALL

58%

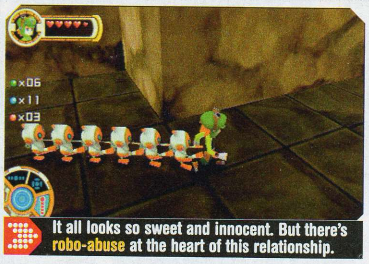
Come on Capcom, why not start putting a bit of effort in, eh? It's all getting a bit old now.

SHOULD YOU BUY IT?

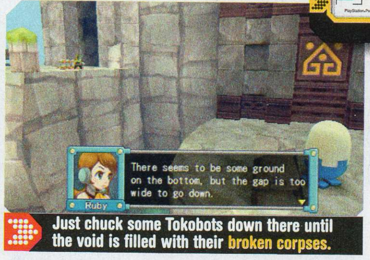
BETTER THAN:....Lunar Genesis (DS), N/A
WORSE THAN: ..Mega Man Battle Network 2, 83%
WAIT FOR:........A proper DS *Network* game.
BEST PRICE:......................£24.99, play.com

- **OUT:** NOW (US) TBC (UK)
- **FORMAT:** PSP
- **PRICE:** $40
- **DEVELOPER:** TECMO
- **PUBLISHER:** TECMO
- **ONLINE:** NO
- **OTHER FORMATS:** NONE
- **WEB:** WWW.TECMOINC.COM
- **PLAYERS:** 1

PSP



It all looks so sweet and innocent. But there's robo-abuse at the heart of this relationship.

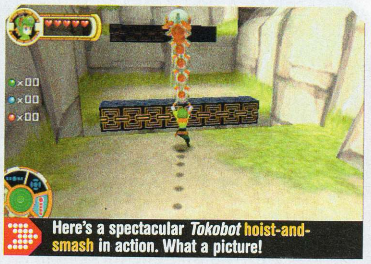


Ruby
There seems to be some ground on the bottom, but the gap is too wide to go down.

Just chuck some Tokobots down there until the void is filled with their broken corpses.

TOKOBOT

The mini-robo abuse simulator...



Here's a spectacular *Tokobot* hoist-and-smash in action. What a picture!

You've got to feel sorry for the poor little Tokobots. They just want to be friends, but the only bloke who'll touch them with a bargepole is a crazy, robot-battering nutcase with a severe attitude problem. It's never going to work out.

You see, the only way to get around in this platform-puzzle adventure is by picking up your cute Tokobots and smashing them into things. You fool them into thinking something good is going to happen, by holding their hands, then shatter their hopes (and bodies) by whacking them so hard against the wall, *they actually stick*.

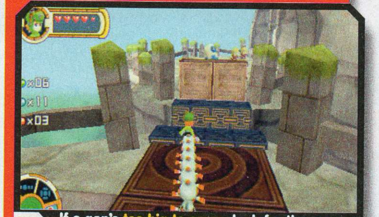
ROBOTIKS

It's also possible to swing them into enemies, or form them into a protective circle which you can then use to smash enemies on the head. There are six unwitting Tokobots to begin with, and extra ones are earned as you progress through the game. The more of them you have, the easier it becomes to slam them into far away objects.

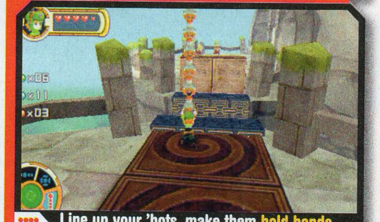
It's a great concept, but the simplistic physics and repetitive puzzles let it down somewhat. You can never really put together any flowing moves, and the game runs out of surprises far too quickly. But while it lasts, it's a nice addition to the PSP's meagre platform game library.

SWING AWAY

Here's *Tokobot's* swinging gameplay in action. Line up your robots, then slam them into a wall – they love it! The further you progress into the game, the more 'bots you can command. Eventually, it'll be wholesale Toko carnage out there. Beautiful.

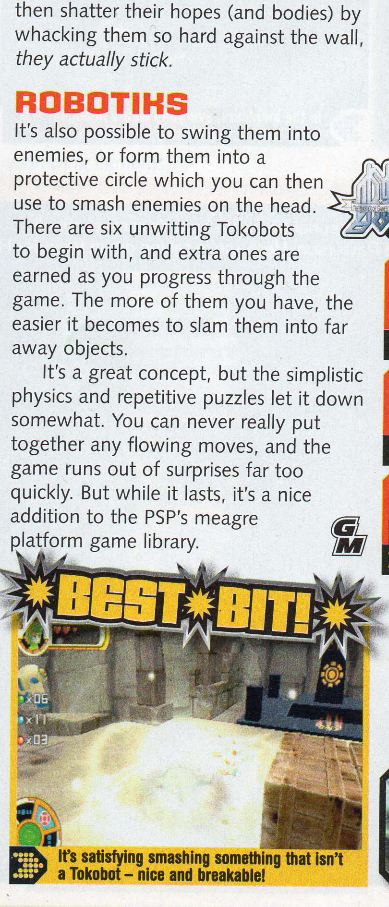


If a gap's too big to cross, look for the orange and black magnet thing on the other side.



Line up your 'bots, make them hold hands, then whack them over the chasm.

BEST BIT!



It's satisfying smashing something that isn't a Tokobot – nice and breakable!

JUDGEMENT MARTIN

GRAPHICS 70%
Very simple, but it works well on PSP and it's super smooth, too.

GAMEPLAY 65%
There's some interesting ideas, not explored as fully as we'd have liked.

LIFESPAN 58%
There really isn't much incentive to replay once you've finished it.

OVERALL

70%

In the absence of much PSP competition, this is a top handheld platform-puzzler.

SHOULD YOU BUY IT?

SIMILAR TO:..................Ape Escape 2, 72%
WORSE THAN: ....Mercury, 83%
WAIT FOR:........ Tomb Raider Legend, spring
BEST PRICE:.......................£23 lik-sang.com

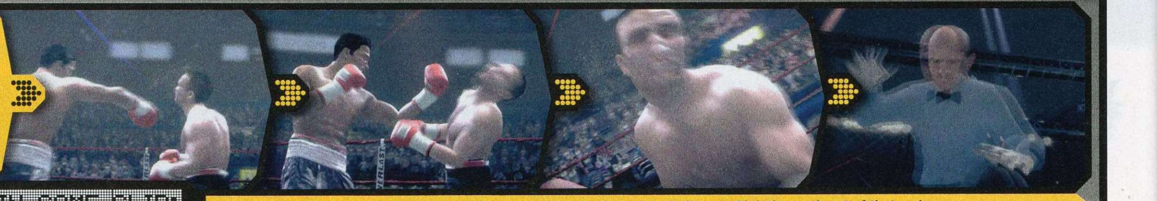
OUT: 10TH MARCH • **FORMAT:** XB 360 • **PRICE:** £49.99
DEVELOPER: EA SPORTS • **PUBLISHER:** EA • **ONLINE:** MULTI-PLAYER
OTHER FORMATS: PS2, PS3 • **WEB:** HTTP://WWW.EA.COM • **PLAYERS:** 1-2

WHAT IS IT?

The third in the *Fight Night* series – although there were two Knockout Kings games before that.

- Modes include Career and Exhibition mode

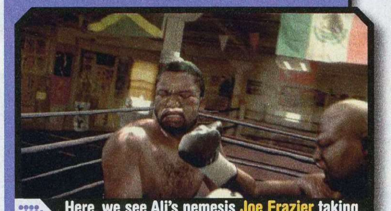
HOW IT PLAYS!



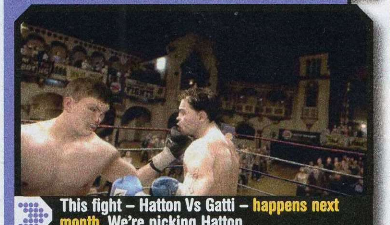
IN-GAME CLIP: Robinson rematches LaMotta and puts him on the deck in the palace ballroom. Pick the teeth out of that, pal.

OLD VS NEW

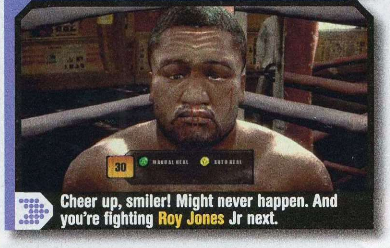
One of the best bits of *Fight Night* is that it pits legendary boxers against today's contenders. The lineup's a little bit sparse this year, though, padding out a couple of the weight categories with fighters from other weights. Obviously, you won't be seeing Tyson, Bruno or Amir Khan, but it's a bit upsetting that they haven't even included Vladimir Klitschko or Danny Williams.



Here, we see Ali's nemesis **Joe Frazier** taking a pasting from a blubbery James Toney.



This fight – Hatton Vs Gatti – **happens next month.** We're picking Hatton...



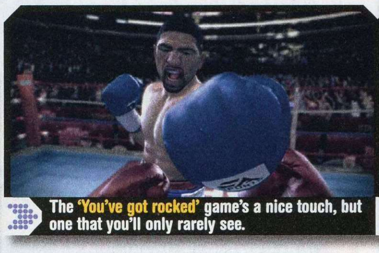
Cheer up, smiler! Might never happen. And you're fighting **Roy Jones** Jr next.

FIGHT NIGHT ROUND 3

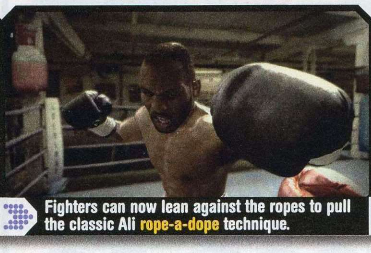
The Greatest Of All Time? It's a contender...

IN THE RED CORNER

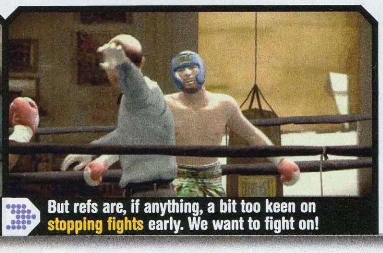
With an already-excellent game engine in place, *Fight Night's* made a few subtle additions to the boxing menu. They're designed to make fights more theatrical, but they also mean it's possible for a losing fighter to come back with a bang.



The **'You've got rocked'** game's a nice touch, but one that you'll only rarely see.



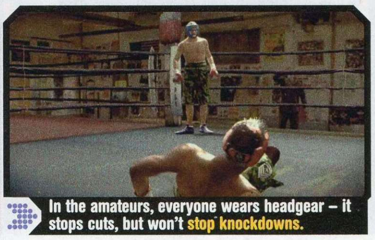
Fighters can now lean against the ropes to pull the classic Ali **rope-a-dope** technique.



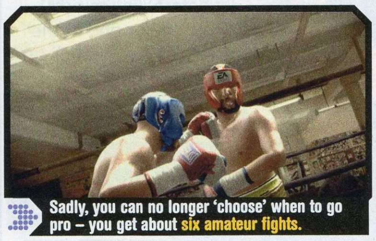
But refs are, if anything, a bit too keen on **stopping fights** early. We want to fight on!

Bam! The first one rocks him, a stinging left off a one-two combo that rattles his brain and makes him want his mum. He backpedals, clinches, covers up, but you can tell he's tired, so you're going all out, swinging for the fences... then a straight right you didn't see coming gets through. Your cheeks wobble like a baby in a wind tunnel and your legs stop working. What's your name again?

Fight Night 3 is arguably the best beat-'em-up anywhere, ever. 'Arguably' because it hasn't got any of the elements you'd associate with a traditional beat-'em-up, and hardly qualifies as one according to the usual definition – and 'best' for exactly the same reason. Instead of forcing you to memorise combos, it encourages you to invent your own, limited only by how quick you can flick out punches with the right analogue stick. Instead of learning special moves, it invites you to pull the stick back as far as you dare before unleashing it for a vicious hook or uppercut. Instead of learning elaborate counters, it's all about testing your reflexes and anticipating what your opponent's going to do, swatting their fists away and coming back with a sharp jab-cross combo. And instead of fireballs, dragon punches, sonic booms and yoga flames, it's simply got the meatiest, wettest, most brutal glove-on-cheekbone collision physics ever programmed into a games machine.



In the amateurs, everyone wears headgear – it stops cuts, but won't **stop knockdowns.**



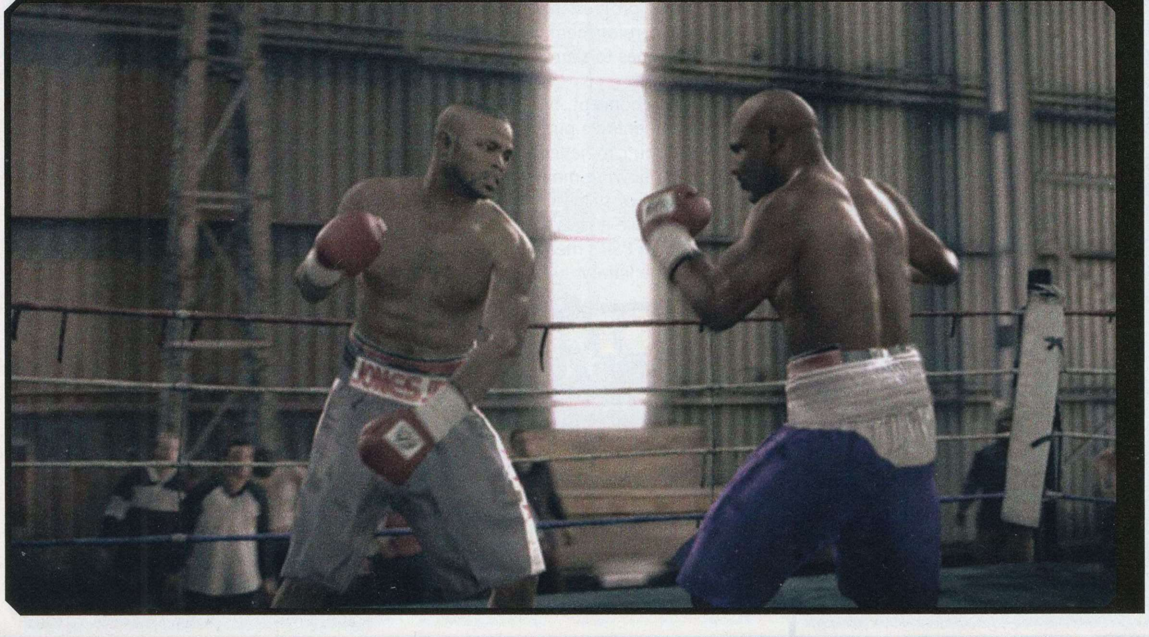
Sadly, you can no longer 'choose' when to go pro – you get about **six amateur fights.**

CUTS AND BRUISERS

What it *doesn't* have is energy bars. After taking a backseat in the last instalment, health and stamina indicators have been completely ditched this year. Now, you're forced to rely solely on visual and audio

LEGENDS

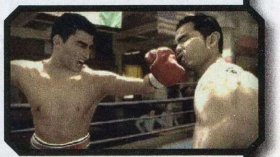
It's nice to see an option to retrace your own personal favourite boxer's career – finally putting LaMotta on his back with Robinson, for instance, or knocking Ali out with Floyd Patterson. Here, we're taking down Evander Holyfield with a trimmed down Roy Jones Jr.



BOX CLEVER

Our favourite boxer type's the 'Jab Lead' – the rangy style favoured by a young Mr Ali.

'Elusive' is good if you're quick on the evade button – perfect for close-up counter-punching.

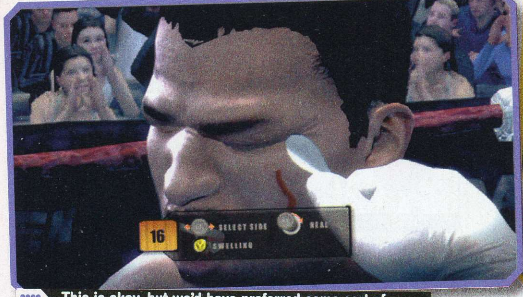


Then there's 'Bully', an aggressive infighting style that emphasises strong body shots.

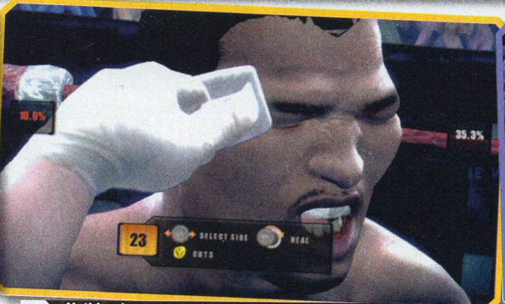
Or 'lethal uppercuts', a style that will get you knocked sparko against clever opponents.

CUT ME, MICK!

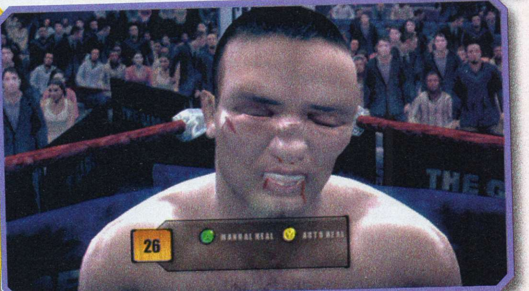
The between-round mini-games return with subtle differences. Now, instead of following a bar, you simply twizzle the right analogue to iron out bruises and swab cuts. Entertainingly, you can also simply poke your boxer in the eye.



This is okay, but we'd have preferred some sort of Snake Eater-style **Vaseline-daubing** mini-game.



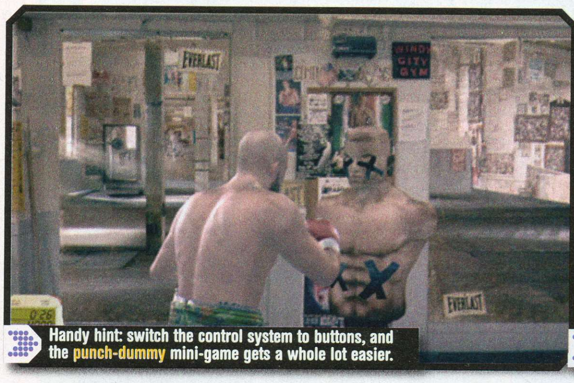
Nothing is more soothing than ice on a nasty swelling. Aah! Jesus! It's supposed to be **a cold iron!** *Cold!*



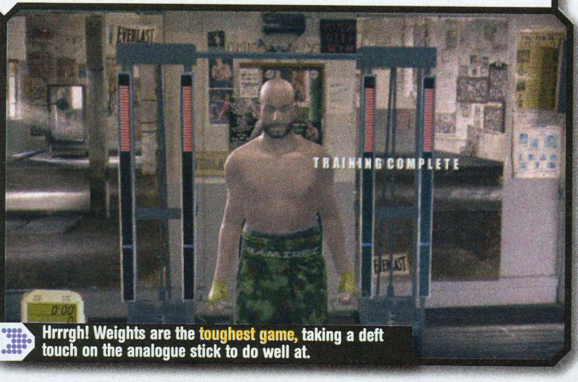
But you should see the other guy. Sadly, there's no option to snap **Marciano's nose** back into place.

SO YOU WANNA BE A BOXER?

As in all boxing games, Fight Night's training bits are an amusing novelty, but ultimately best left to people with more time than sense. Our advice? Whack it on auto-train and get on with divesting people of their brain cells.



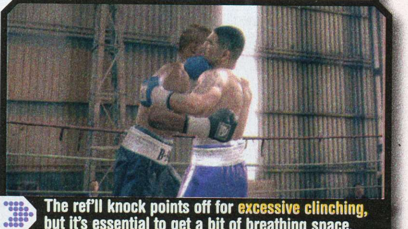
Handy hint: switch the control system to buttons, and the **punch-dummy** mini-game gets a whole lot easier.



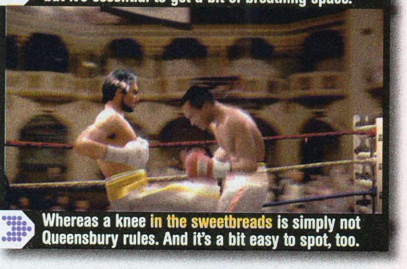
Hrrrgh! Weights are the **toughest game**, taking a deft touch on the analogue stick to do well at.

FOUL PLAY

Fight Night isn't shy about giving you the tools to fight a bit dirty...



The ref'll knock points off for **excessive clinching**, but it's essential to get a bit of breathing space.



Whereas a knee **in the sweetbreads** is simply not Queensbury rules. And it's a bit easy to spot, too.

> "FIGHTERS ROAR WHEN THEY PUT EVERYTHING INTO A HOOK OR GROAN WHEN THEY TAKE ONE"

cues to work out how knackered each fighter is. And it's a testament to the power of Xbox 360 that this actually *works*. In the early rounds, fighters come out bouncing on the balls of their feet and zipping in punches like telegrams from the queen, soaking up damage without a care in the world.

Give them a few rounds of punishment, though, and they'll start to suffer the consequences – over-punch, and they'll get hand-weary and start to drop their guard. Take one too many in the ribs and they'll wheeze like a punctured bagpipe, stomachs visibly straining. In later rounds, it's common to see both fighters slugging it out with whatever they've got left, lifting each other off the ground with powerful body blows and lurching around the ring like knackered carthorses.

The visible face damage is as painful as ever, but the really impressive stuff is the subtle details – how you can tell a really sharp jab from a half-arsed one, how fighters roar when they put everything into a hook or groan when they take one.

BOB AND WEAVE

Apart from cosmetic improvements, *Round 3* also offers a few subtle, but essential, changes to the *Fight Night* formula. Most crucial is the change in how effective each punch is – jabs are much more effective this year, with stick-n-move characters like Ali and Sugar Ray Robinson proving lethal in the hands of a good mover. On the flipside, it's also easier to knock a rival boxer down with one sweet shot – if they're coming forward or swinging wild, one good shot on the chin's often enough to send a man to the mat without warning.

One interesting addition – though you don't see it very often – is the 'you got rocked' mini-game, triggered when one boxer takes a really vicious haymaker, which switches the action to their point of view as they cover up in the face of an oncoming barrage. It's a innovative and pretty effect – well, as pretty as a man losing his teeth *can* be – and just adds to the already-excellent swooping cameras.

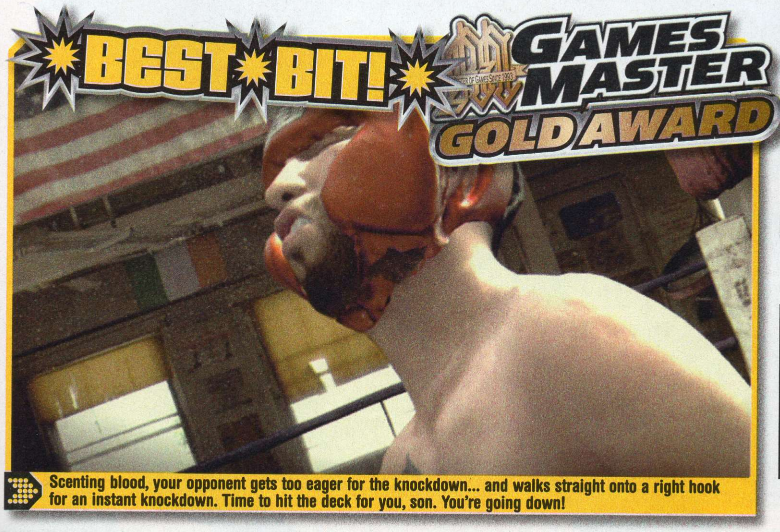
It might be a bit short on kangaroos and cyborgs, but it's just joined *Virtua Fighter* and *Soul Calibur* in contention for the beat-'em-up title. GM

Other Formats

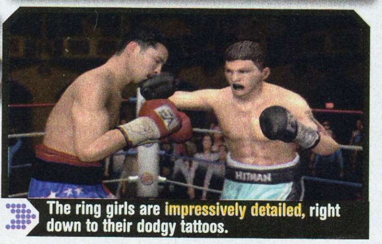
What's it like on your machine?

PS2 The graphics aren't quite as impressive, but the core gameplay's still excellent. Definitely a worthwhile contender.

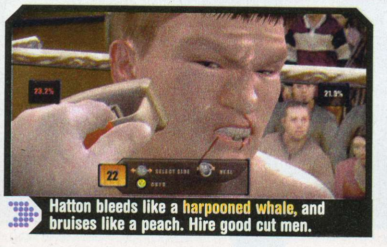
BEST BIT! GAMES MASTER GOLD AWARD



Scenting blood, your opponent gets too eager for the knockdown... and walks straight onto a right hook for an instant knockdown. Time to hit the deck for you, son. You're going down!



The ring girls are **impressively detailed**, right down to their dodgy tattoos.



Hatton bleeds like a **harpooned whale**, and bruises like a peach. Hire good cut men.

JUDGEMENT

JOEL

GM LOVES

- + Bobbing under a set of hooks and rocking a man with one beautiful jab
- + Nailing a perfectly-timed super punch

GM HATES

- - Early ref stoppages – come on, we were letting him punch himself out
- - Watching blood spurt – it's good, but makes us feel a bit queasy

GRAPHICS 95%

An example of excellent graphics blending into a game experience. Superb.

GAMEPLAY 90%

Hard to master. Get past the 'windmilling' stage and you'll love it.

LIFESPAN 89%

They've lengthened the career options, but more legends would have been nice.

OVERALL 90%

Like sports? Like hitting people? Like *games?* Then you'll probably like this.

SHOULD YOU BUY IT?

BETTER THAN:......Fight Night 2004, 81%
WORSE THAN: ..... watching Mohammad Ali
WAIT FOR:............................The PS3 version
BEST PRICE:............£39.99, gameplay.com

NO SUBSCRIPTIONS - NO CLUBS!

DB Mob

TONES

CHART	TRUE	POLY	MONO
NIZLOPI - JCB SONG	328365	321490	
SHAYNE WARD - THAT'S MY GOAL	328376	321500	
BRIAN KENNEDY - GEORGE BEST - A TRIBUTE	328385	321512	
MADONNA - HUNG UP	328286	321412	M321412
BLACK EYED PEAS - MY HUMPS	328317	321435	
SUGABABES - UGLY	328355	321472	M321472
EMINEM - WHEN I'M GONE	328375	321499	
JAMES BLUNT - GOODBYE MY LOVER	328371	321495	
PUSSYCAT DOLLS - STICKWITU	328306	321477	M321477
KELLY CLARKSON - BECAUSE OF YOU	328298	321352	M321352
DHT FT. EDMEE - LISTEN TO YOUR HEART	328363	321486	
ARCTIC MONKEYS - I BET YOU LOOK GOOD..	328292	321427	M321427
EDITORS - MUNICH	328387	321513	
TOM NOVY FT. MICHAEL MARSHALL - YOUR BODY	328361	321461	M321461
SIMON WEBBE - NO WORRIES	328287	321448	M321448
HARD FI - CASH MACHINE	328383	321408	M321408
GORILLAZ - DIRTY HARRY	328340	321460	M321460
AARON SMITH FT LUVLI - DANCIN'	328388	321514	
PUSSYCAT DOLLS - DON'T CHA	328319	321365	M321365
COLDPLAY - TALK	328374	321498	
SUGABABES - PUSH THE BUTTON	328323	321385	M321385
KANYE WEST - HEARD EM SAY	328314	321411	M321411
KANYE WEST - GOLD DIGGER	328318	321378	M321378

REAL SOUNDS	REAL
ANNE - LITTLE BRITAIN	328390
AUSTIN POWERS	328393
BASIL FAWLTY	328396
BIG GAY AL	328398
BILL AND TED	328399
BRAVEHEART	328400
CAPTAIN CAVEMAN	328403
COCKNEY GANGSTER	328406
DAFFYD - LITTLE BRITAIN	328408
DASTARDLY AND MUTLEY	328409
DENNIS WATERMAN - LITTLE BRITAIN	328410
EMILY HOWARD - LITTLE BRITAIN	328412
EVIL SPACE LORD	328413
FATFIGHTERS - LITTLE BRITIAN	328415
FOGHORN LEGHORN	328416
HARVEY DENTON - LEAGUE OF GENTLEMEN	328420
I KNOW A RINGTONE THAT'LL GET ON YOUR NERVES	328424
KENNETH WILLIAMS	328427
KENNY CRAIG - LITTLE BRITAIN	328428
KRUSTY	328429
LONDON MARKET BOY	328431
LOU & ANDY - LITTLE BRITAIN	328433
MAD GERMAN	328434
MEL B - BO SELECTA	328437
MICHAELJACKSON	328438
MR ANGRY	328445
MR BURNS	328446
MR CAMP	328447
NASA MISSION CONTROL	328448
NEW YORK COP	328449
OB1 KANOBE	328450
OZZY	328452
PAULINE & MICKEY	328453
WHIP YOUR BUTT	328476
WISE CHINESE MAN	328477
YOGI BEAR	328478
YOU MUPPET	328479
VICKY POLLARD - LITTLE BRITAIN	328473
TUBS & EDWARD	328469
SOUTHPARK	328462
SPONGE BOB	328463
DUKES OF HAZZARD - GENERAL LEE	328135

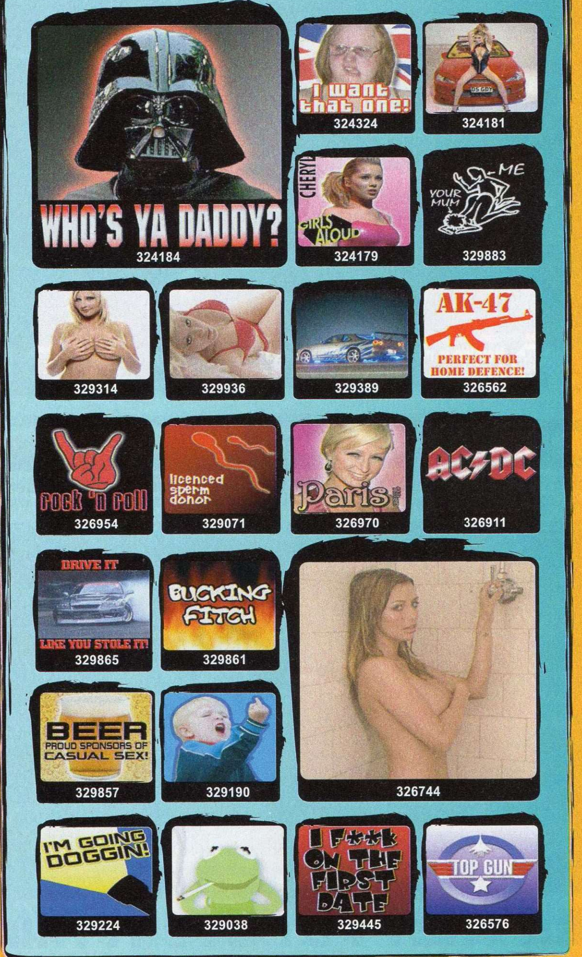
MORE TUNES	TRUE	POLY	MONO
50CENT - CANDY SHOP	328163	321218	M321218
AKON - LOCKED UP	328164		
BASEMENT JAXX - OH MY GOSH	328165		
BEYONCE - CRAZY IN LOVE	328173		
BRITNEY SPEARS - TOXIC	328174		
CHRISTINA AGUILERA - DIRTY	328176		
GREEN DAY - AMERICAN IDIOT	328177	321116	M321116
OUTKAST - HEY YA	328178		
SHAPE SHIFTERS - BACK TO BASICS	328182		
SUN SET STRIPPERS - FALLING STAR	328183	321209	
GWEN STEFANI - RICH GIRL	328184	321222	M321222
EMINEM - JUST DO IT	328194	321169	
ICE CUBE - YOU CAN DO IT	328198	321170	
OASIS - LITTLE BY LITTLE	328205	322070	
PHARRELL FT. G. STEFANI - CAN I HAVE IT LIKE THAT	328332	321440	M321440
THE DARKNESS - ONE WAY TICKET TO HELL & BACK	328333	321439	

CAN'T FIND
WHAT YOU'RE LOOKING FOR?

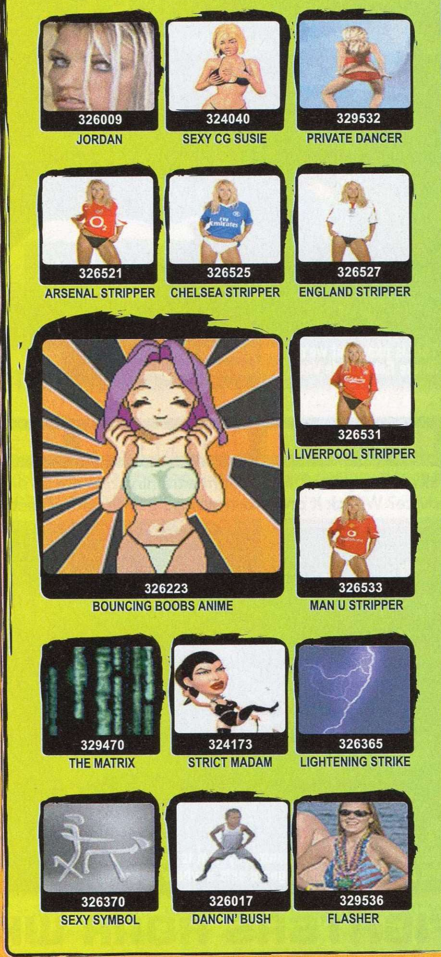
TXT **32WANT** (SPACE)
YOUR MESSAGE
TO **80155**

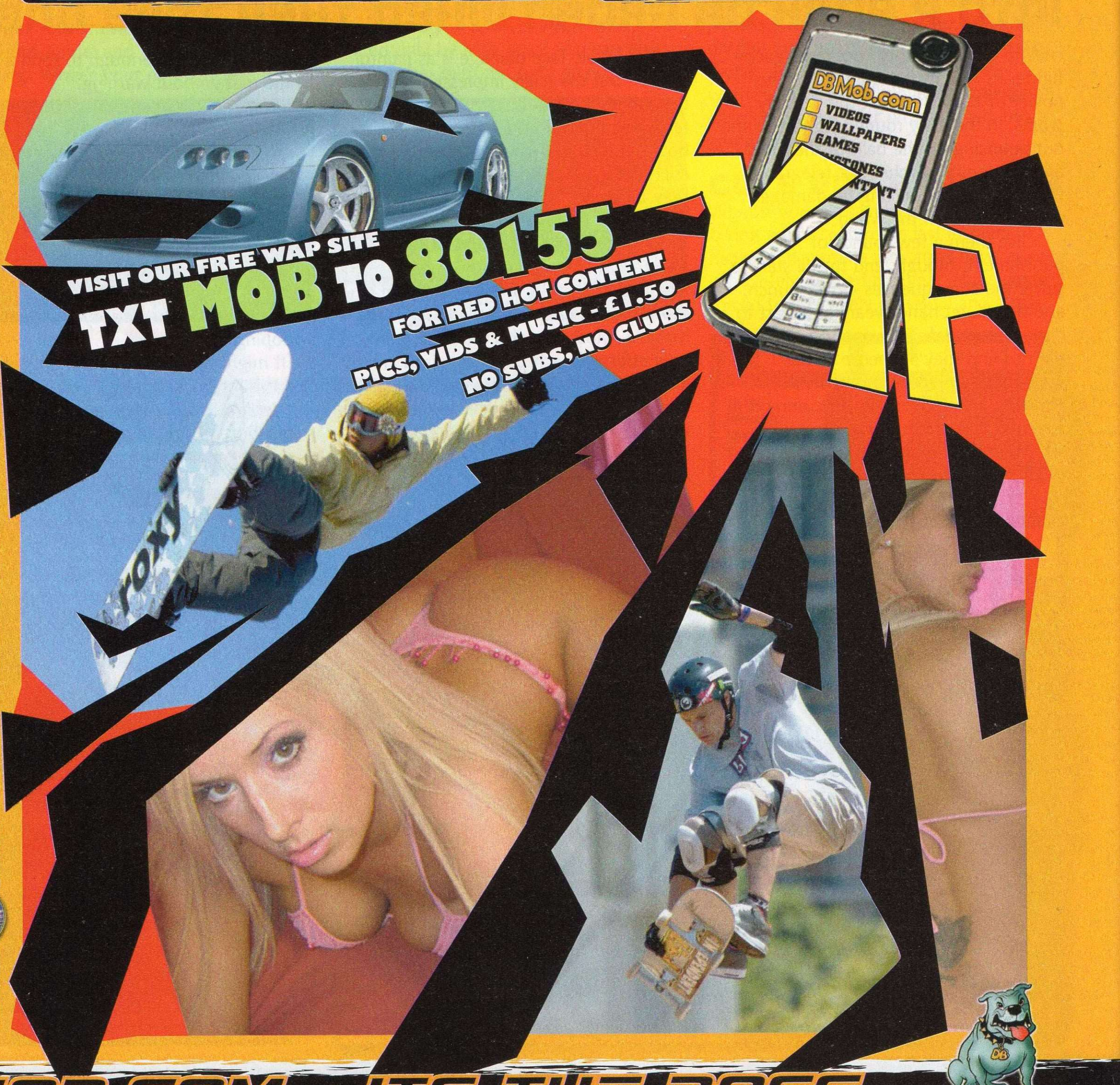
EG: TXT 32WANT HOT GIRLS TO 80155

WALLPAPERS


WHO'S YA DADDY?
324184
I want that one!
324324
324181
CHERYL
GIRLS ALOUD
324179
YOUR MUM
ME
329883
329314
329936
329389
AK-47
PERFECT FOR HOME DEFENCE!
326562
rock 'n roll
326954
licenced sperm donor
329071
Paris
326970
AC/DC
326911
DRIVE IT
LIKE YOU STOLE IT!
329865
BUCKING FITCH
329861
326744
BEER
PROUD SPONSORS OF CASUAL SEX!
329857
329190
I'M GOING DOGGIN!
329224
329038
I F**K ON THE FIRST DATE
329445
TOP GUN
326576

ANIMATION


326009
JORDAN
324040
SEXY CG SUSIE
329532
PRIVATE DANCER
326521
ARSENAL STRIPPER
326525
CHELSEA STRIPPER
326527
ENGLAND STRIPPER
326223
BOUNCING BOOBS ANIME
326531
LIVERPOOL STRIPPER
326533
MAN U STRIPPER
329470
THE MATRIX
324173
STRICT MADAM
326365
LIGHTENING STRIKE
326370
SEXY SYMBOL
326017
DANCIN' BUSH
329536
FLASHER


VISIT OUR FREE WAP SITE
TXT MOB TO 80155
FOR RED HOT CONTENT
PICS, VIDS & MUSIC - £1.50
NO SUBS, NO CLUBS
WAP
DBMob.com
VIDEOS
WALLPAPERS
GAMES
roxy

WWW.DBMOB.COM - ITS THE DOGS...

NO SUBSCRIPTIONS - NO CLUBS!

EXTREME SPORTS MULTI CLIP VIDEOS

324273 STREET BMX CLIPS 1

324275 STREET BMX CLIPS 2

324277 AWESOME BASE JUMP

324277 MTB MULTI CLIPS 1

324278 BMX STUNT CLIPS 3

324279 MTB MULTI CLIPS 2

324280 BMX STUNT CLIPS 4

324281 BMX STUNT CLIPS 5

324282 BMX STUNT CLIPS 6

324291 MOTO X STUNTS 1

324191 SNOWBOARD CLIP 1

324193 SNOWBOARD CLIP 3

324266 SNOWBOARD CLIP 5

324267 SNOWBOARD CLIP 9

324292 MOTO X STUNTS 2

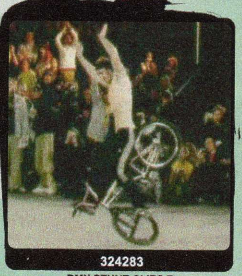
324192 SNOWBOARD CLIP 2

324194 SNOWBOARD CLIP 4

324268 SNOWBOARD CLIP 7

324271 SNOWBOARD CLIP 10

324270 SNOWBOARD CLIP SET 9


324283 BMX STUNT CLIPS 7

TO ORDER JUST 1 ITEM:

TXT THE 6 DIGIT ITEM CODE TO

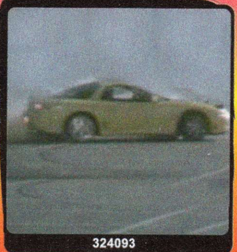
80155

EG: 326812 TO 80155

TO ORDER FROM IRELAND: TXT IRE + CODE TO 57856

extreme driving vids

324091 200MPH SUPRA


324093 GTO DOUGHNUTS

326314 RALLY BARREL ROLL

326313 RS200 RALLY SMASH

326312 F1 FIREBALL

329840 MCLAREN FLIP

329676 SKYLINE VS SUPRA

329674 SCOOBY DOUGHNUTS

324092 EVO VS ELISE

324095 DRIFT CHAMPION

324090 250MPH CRASH!

329468 MCLAREN VS SKYLINE

329673 EVO CRASH

329675 MCLAREN VS SUPRA

329619 SKYLINES - 1/4 MILE

324094 911 DOUGHNUTS

329466 CORVETTE SLIDE

329467 FERRARI TEST DRIVE

329842 TRUCK JUMPING

329620 BEST DRIFTER - VIPER, 911 OR 360?

329621 EVO DRIFT

GAMES

COMPATIBILITY:
A: NOKIA
B: MOTOROLA
C: SAGEM
D: SAMSUNG
E: SHARP
F: SIEMENS
G: SONY ERICSSON

BABEWATCH
Next
ABDFG 326492

CHIX
Level 1
AE 326462

WET T-SHIRT CONTEST
SPLASH
AG 326497

PUBLIC SEX KAMASUTRA
WARNING ADVISORY EXPLICIT CONTENT
ABDEFG 326804

BRUCE LEE
TM & © Universal Studios
ABCDEG 326501

ABCDEG 326513

ACES TEXAS HOLD'EM
Player is all in
ABG 326808

EXTREME GIRL VIDS

329530 SNEEKY PEAK

326234 LIME BIKINI CHICK

326105 DIRTY IN PINK

326002 CRYSTAL TEASE

329587 LUSCIOUS LUCY IS HOT FOR YOU

324146 BRUNETTE STRIP

329817 POOLSIDE STRIPER

326053 DARK & DIRTY

326001 ELENAS UPSKIRT

SEX TIPS
HOW MANY TIMES A DAY
324187 JODIE'S SEX TIPS

329815 NAUGHTY ANNA ON THE BED

326165 SEXY BRUNETTE

329465 SWEDISH BLONDE

326233 BEHIND THE BIKINI

329477 ASIAN IN STOCKINGS

326078 BLONDE BEDROOM FUN

324098 SEXY CG SUZIE

MORE GIRL VIDS

ASIAN BABE ON THE BEACH	329816
TOUCH TEASE BRUNETTE	326163
ELENA'S AROUSED	326055
MYA IN PINK PVC	326104
BRUNETTE TOUCHING	326058
LAYS ON A GOOD SPREAD	326044
RUDE RED HEAD	326077
SLIM AND SEXY BLONDE	326054
CRYSTAL TEASING	326080
MYA TAKES IT OFF!	326106
LUCY LAYING ON THE BED	326288
JODIE MARSH SEX TIPS - NAUGHTY LESSON 1	324188
JODIE MARSH SEX TIPS - NAUGHTY LESSON 2	324186
JODIE MARSH SEX TIPS - NAUGHTY LESSON 3	324185

FUNNY VIDEOS

329833 TREADMILL BREAKER

324335 BIG IS BEAUTIFUL

324337 HILARIOUS IDIOT

326303 COCKY DIVER

329473 KUNG FU BEAR

329846 INSANE MOTO X

329449 NECK BREAKER

329471 SHOVEL HEAD

324132 ROPE SWINGER

324133 BUS ROLLER

324128 NASTY SURPRISE

324333 AWESOME KUNG FU

324131 HORNY FUN

324129 CYCLIST DOWN

324196 MTB CRASH - OUCH

326315 DRUNK FOOL

324330 RUDE AWAKENING!

MORE FUNNY VIDS

CRAZY BASE JUMPER	324331
PSYCHO BIKE STUNT	324332
TRASH CAN SURPRISE	324336
DROPPED IN IT	324338
LOOK CLOSELY... SCARY!	324339
CRAZY STUNT DRIVER	324340
FACE FULL OF ASS	324341
TWISTED FIRE STARTER	329834
LEARNING CAN BE PAINFUL	324130
BEDROOM BATMAN TRICKS	324197
CG DOMINATRIX WITH CUFFS	324125
ESCALATOR SLIDE AND FALL	324195
DIRTY MONKEY BUSINESS!	326301
SMASH MARTIAN LAUGHING	326224

Single pictures, video, animation, football strippers and ringtones cost £4.50 (Ireland €6). Games cost £6.00 (Ireland €8). Charge messages sent in denominations of £1.50 (Ireland €2). You will be sent a WAP link to collect your item and a small additional network charge may be incurred. Pre-pay users without enough credit will not receive items. Responsibility cannot be accepted for content ordered that is not supported by the handset or for delayed or distorted content delivery. Due to phone screen sizes/resolutions images downloaded may differ slightly from shown. TUNES: MCPS & PRS payments paid. TRUETONES: are not original recordings and are not sung by original artists and are not connected with the artist or associated companies in any way. CAN'T FIND IT: This initial service is not charged apart from the usual network message charge, with located content sent to you at our normal rate eg: Ringtone £4.50 (Ireland €6). Prices correct at time of going to print. We reserve the right to alter pricing at any time. K2 Media may contact you by SMS with the latest promotions and other products offered by K2 Media or its associated companies. DBMob is a product of K2 Media Ltd, PO Box 162, Kendal, LA8 8WW. Support line available between 9am to 5pm, Mon to Fri - +44 (0)871 200 3193.

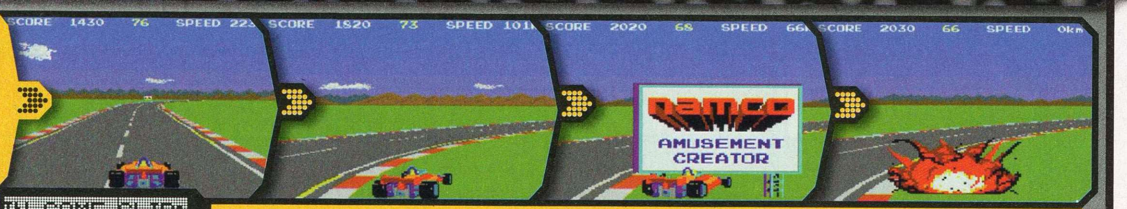
- **OUT:** NOW
- **FORMAT:** GC
- **PRICE:** £29.99
- **DEVELOPER:** NAMCO
- **PUBLISHER:** EA
- **ONLINE:** NO
- **OTHER FORMATS:** XB, PS2
- **WEB:** WWW.NAMCO.COM
- **PLAYERS:** 1-2

WHAT IS IT?

A collection of Namco's arcade greats from the '80s – unadulterated, and as god intended.

- 16 games including much loved classics, Mappy, Dig Dug and Galaga

HOW IT PLAYS



IN-GAME CLIP: *Pole Position*, without the steering wheel, is an absolute nightmare to control. Prepare to crash and burn, over and over again.

NAMCO MUSEUM 50TH ANNIVERSARY

It's like a 1980's arcade – but without the sticky carpet...

Unlike this month's *Sega Classics*, this is a collection of retro superstars that haven't been messed around with – and it's all the better for it. At least for authenticities sake.

Each of these games is an '80s classic – something that's demonstrated by the juddery carousel of arcade cabs that make up the game's rudimentary game selection screen – all accompanied by a never ending playlist of '80s tunes.

TEST OF TIME

The games compilation itself is, as usual, something of a mixed bag. There are 16 games in total, some are bonafide classics – *Pole Position I & 2, Galaga, Pac-Man* and *Xevious* for example. Others, we'll admit, we've never encountered in the past – 'gems' like *Bosconian, Dragon Spirit* and *Sky Kid*. On the whole each title is pretty much spot on – but there are some irritating problems with a couple of games.

Pac-Man, for example, seems to have been speeded up slightly (or maybe that's just us) and both *Pole Positions*, devoid of that classic steering wheel, are rendered unplayable, leaving you struggling to do anything but crash on every corner.

That said, some of the better tiles here still play wonderfully. The unlockable *Galaga '88*, for example, is still absolutely brilliant – a solid tactical shooter and a sensitively refurbished update of an already excellent classic.

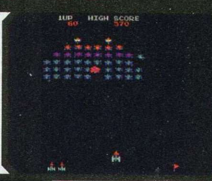
HISTORY LESSON

Meanwhile, the likes of *Dig Dug, Ms Pac-Man, Dragon Spirit* and *Rolling Thunder*, despite being visually dated, all have stood the test of time and prove to be perfectly enjoyable to this day.

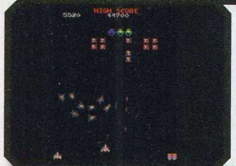
Namco Museum is easily one of the better retro collections. Although many of the older titles here, like *Galaxian, Xevious* and *Rally X* are undoubtedly dated, they're still faithful to the originals, which will surely please the misty-eyed nostalgia freaks among you. GM

> "PAC-MAN SEEMS TO BE SPEEDED UP SLIGHTLY (OR MAYBE THAT'S JUST US)"

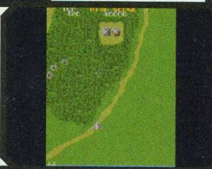
SHOOTER



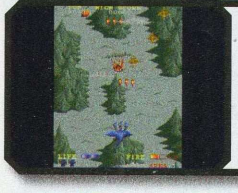
Namco have had a big hand in shaping the modern shooter. Their first offering was *Galaxian*, with its falling attack waves.



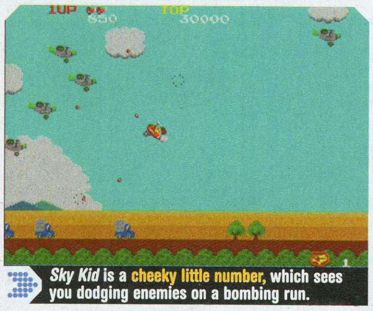
Galaga was an extension of *Galaxian*, with more complex attack waves, adding an extra level of strategy and skill.



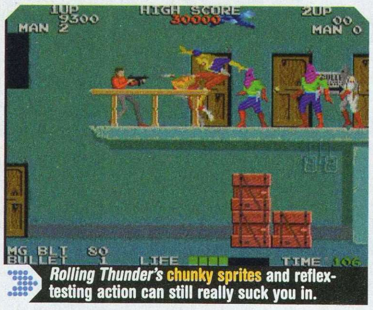
Xevious is widely regarded as the daddy of the vertically scrolling shooter. Gorgeous in its day, it boasted textured terrain.



Xevious later evolved into *Dragon Spirit* – a shooter with a more reptilian flavour with the addition of power-ups and a lifebar.

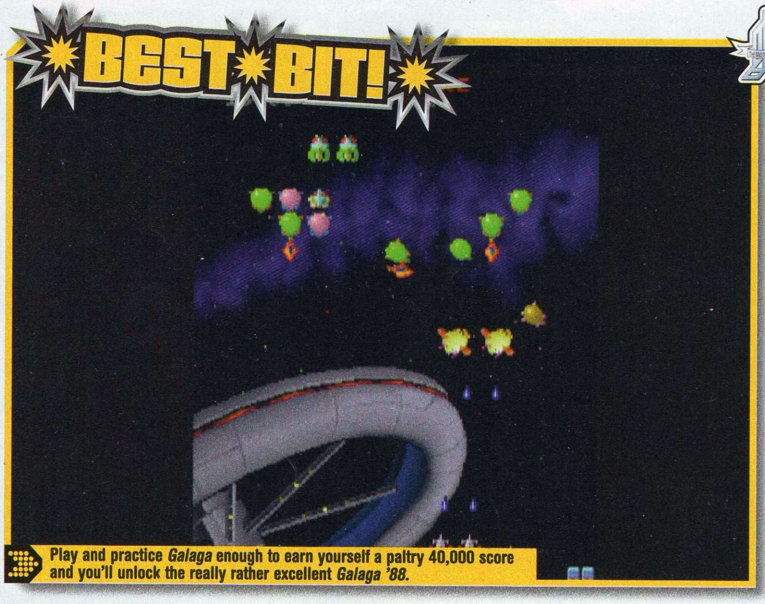


Sky Kid is a cheeky little number, which sees you dodging enemies on a bombing run.



Rolling Thunder's chunky sprites and reflex-testing action can still really suck you in.

BEST BIT!



Play and practice *Galaga* enough to earn yourself a paltry 40,000 score and you'll unlock the really rather excellent *Galaga '88*.

Other Formats

The closest alternative on your console:

PS2	Taito Legends	78%
XBOX	Capcom Classics Collection	78%

JUDGEMENT

GERAINT

GM LOVES	GM HATES
+ The unlockable *Galaga '88* is still a brilliant shooter + The conversions are all pretty much spot on + Those '80's tunes on the game select screen	- *Pole Position* is a bit of a let down - There are a couple of obscure games on here - Loses some of its appeal if you don't remember the games

GRAPHICS 45%

Well, they are all from the '80s – what did you expect? Bump mapping?

GAMEPLAY 76%

Faithful conversions, with many of the old classics keeping their charm.

LIFESPAN 76%

There are 16 games so there's a healthy amount of entertainment here.

OVERALL

70%

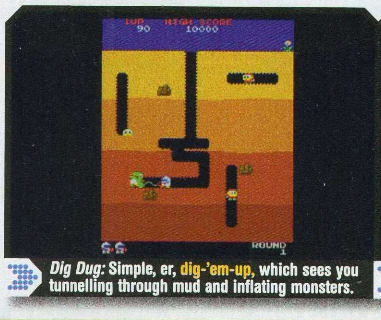
A few games feel dated, but a handful of classics still stand on their own feet today.

SHOULD YOU BUY IT?

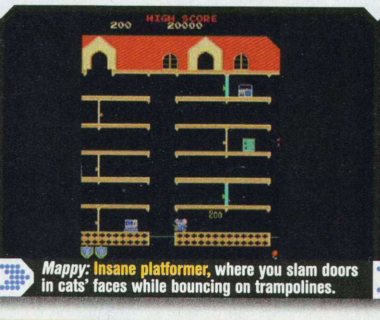
BETTER THAN: Sega Classics Collection, 58%
WORSE THAN: Taito Legends, 78%
WAIT FOR: Midway X Arcade, TBC
BEST PRICE: £24.99, amazon.co.uk

PICK OF THE BUNCH

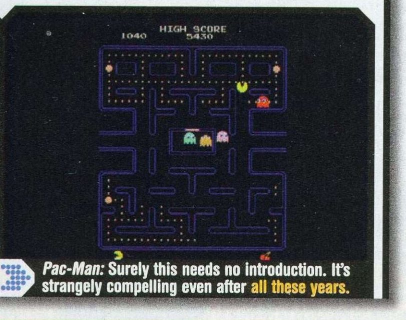
With 16 games included in *Namco Museum 50th Anniversary*, there's plenty to choose of retro fun to choose from. But these games stick in our memory the most from our Arcade days – and we love them as much now as we ever did.



Dig Dug: Simple, er, dig-'em-up, which sees you tunnelling through mud and inflating monsters.



Mappy: Insane platformer, where you slam doors in cats' faces while bouncing on trampolines.



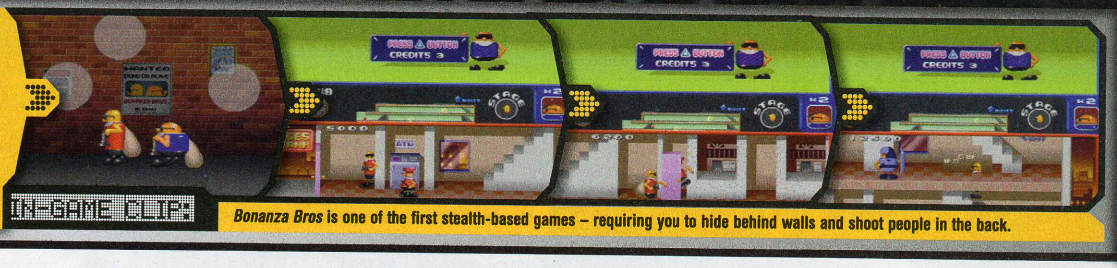
Pac-Man: Surely this needs no introduction. It's strangely compelling even after all these years.

- **OUT:** NOW
- **FORMAT:** PS2
- **PRICE:** £29.99
- **DEVELOPER:** SEGA
- **PUBLISHER:** SEGA
- **ONLINE:** WIFI COMPATIBLE
- **OTHER FORMATS:** NONE
- **WEB:** HTTP://WWW.SEGA.COM/GAMES/GAME_TEMP.PHP?GAME=CLASSICSCOLLECTION
- **PLAYERS:** 1 (1-5 ONLINE)

WHAT IS IT?

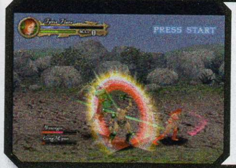
A collection of some of Sega's best loved games from the arcades, to the Master System and Mega Drive.

- Each game 'boasts' enhanced graphics and sound.

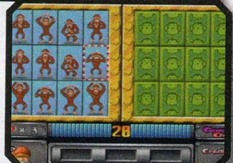


IN-GAME CLIP: *Bonanza Bros* is one of the first stealth-based games – requiring you to hide behind walls and shoot people in the back.

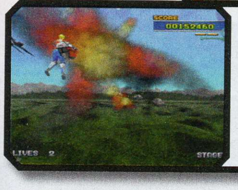
WHAT THE...?!



A terrible repertoire of moves, unresponsive controls and animation make *Golden Axe* a real test of patience.



Tant-R is basically just a collection of puzzles and mini-games which had us stifling a yawn approximately 43.56 seconds in.



You'd think that 'enhanced graphics' would mean the games look nicer. Not so with the criminally ugly *Space Harrier*.

Other Formats

The closest alternative on your console:

PS2	Sonic Gems Collection	77%
XBOX	Midway Arcade Treasures 3	28%

SEGA CLASSICS COLLECTION

Some things are best left alone...

Now this is a bit of an odd one. On one hand it's a collection of some of Sega's finest retro games. But on the other hand *Sega Classic Collection* is something else – something altogether more unpleasant. It's a retro collection that's been meddled with – just enough to upset fans and purists, but not quite enough to make them appeal to a newer, more graphics conscious audience.

COLLECTORS' ITEM

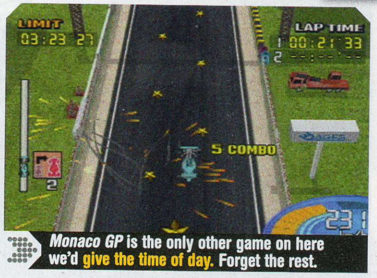
There are eight games in total here – well, actually, there are nine, but we won't count *Tant R* because it's dreadful – and each is a Sega 'classic' that's been retouched for a modern audience.

Outrun has been given a nice lick of paint and a fancy polygonal vehicle, *Space Harrier* has a real 3D man and undulating terrain, while *Monaco GP's* vehicles now boast heat haze as their engines rev up on the starting grid. This is all very well and good – but the fact of the matter is, the games still look rubbish.

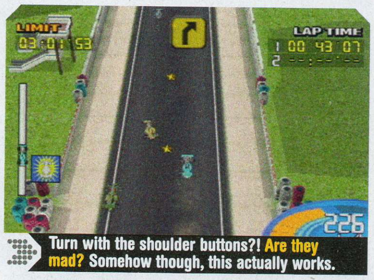
If Sega had left them as they were, made them pixel-perfect conversions, then at least that way they'd retain their original charm. These tarted up monstrosities just look plain ugly – not unlike early PSone games – and simply don't do these much loved classics the justice they deserve. And it gets worse...

DEAD AND BURIED

We challenge anyone to play *Golden Axe* for longer than half an hour without wanting to scratch their eyes out with toothpicks. It's sluggish, unresponsive, unwieldy, and horribly unattractive. Sure, the original seems dated as hell, but even that is more enjoyable than the rearranged version on offer here. In fact, the only games that manage to be anywhere near as enjoyable as they should be, is the quirky sneak-'em-up heist game *Bonanza Bros* and the still quite lovely *Virtua Racing*. But these games alone can't hold up this very disappointing package.



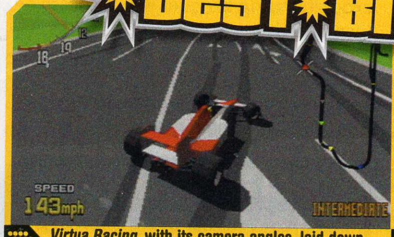
Monaco GP is the only other game on here we'd give the time of day. Forget the rest.



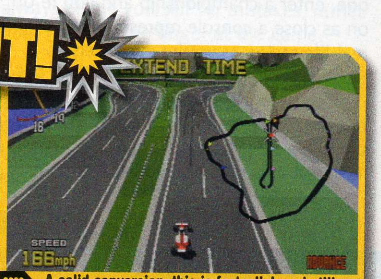
Turn with the shoulder buttons?! Are they mad? Somehow though, this actually works.

> "GOLDEN AXE IS SLUGGISH, UNWIELDY, UNRESPONSIVE AND HORRIBLY UNATTRACTIVE"

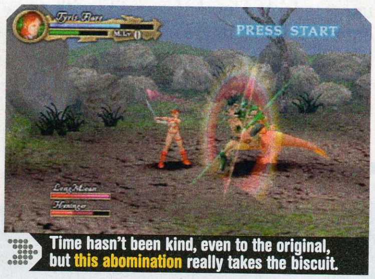
BEST BIT!



Virtua Racing, with its camera angles, laid down the template for every true 3D racer that followed.



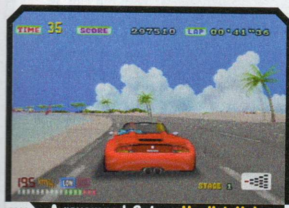
A solid conversion, this is fast, slick and still enjoyable. Shame about the dodgy music...



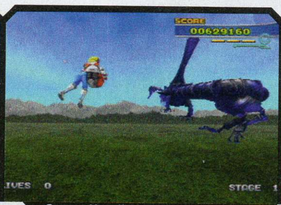
Time hasn't been kind, even to the original, but this abomination really takes the biscuit.

THE HIT LIST

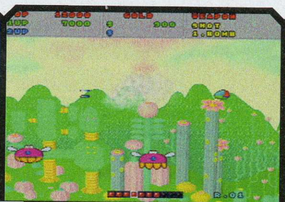
Mind you, we use the term 'hit' pretty loosely. Some of your favourites will undoubtedly be in here, and we have fond memories of pretty much each and every one – but whether or not you'll like what Sega have done to them is another thing entirely. While the fundamental game design for each title remains unchanged, they've all been given a good 'going over', and the results aren't pretty.



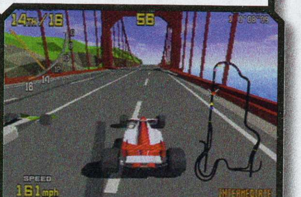
A revamped *Outrun*. Verdict: Ugly and not as easy to play.



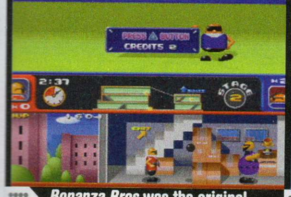
Space Harrier with a new look. Enjoyable for all of five minutes.



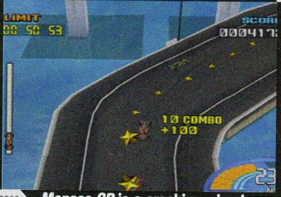
Fantasy Zone. A bit like *Defender* – but somehow... *pinker*.



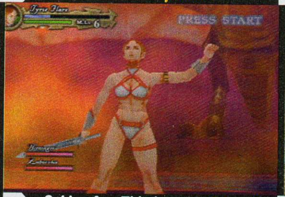
Virtua Racing – a perfect conversion and great fun.



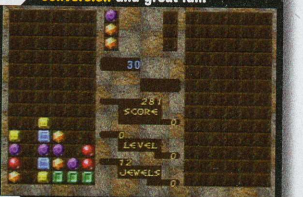
Bonanza Bros was the original hide and sneak-'em-up.



Monaco GP is a cracking, simple little arcade racer. We like.



Golden Axe. This is an awful remix of a mediocre battler. Shocking.



Columns is a monumentally dull jewel-shuffling puzzler.

JUDGEMENT

GERAINT

GM LOVES

- Three games are actually quite good
- er...

GM HATES

- There are only three good games
- The updated visuals are universally rank
- The originals aren't included

GRAPHICS [illegible]

Revamped over the originals but, with the exception of a few, they're nasty.

GAMEPLAY [illegible]

The same classic game design, sure, but they haven't aged particularly well.

LIFESPAN [illegible]

All the content's here, but whether you'll want to play them is doubtful.

OVERALL

58%

Classic games spoilt by their parent company. They should have included the originals.

SHOULD YOU BUY IT?

WELL DONE!
YOU ARE GREAT

BETTER THAN:	Tecmo Classic Arcade, 46%
WORSE THAN:	Namco Museum, 70%
WAIT FOR:	Midway X Arcade, TBC
BEST PRICE:	£14.99, play.com

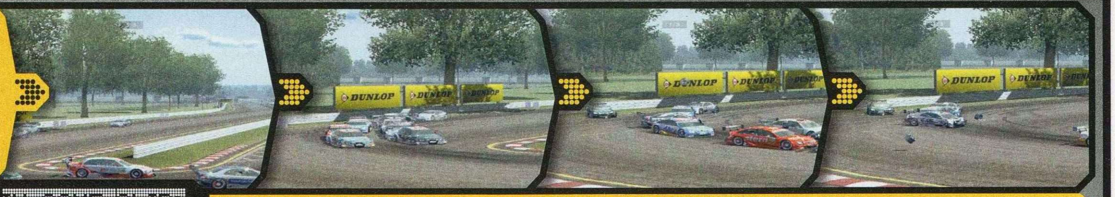
- **OUT:** 24TH FEBRUARY
- **FORMAT:** XB
- **PRICE:** £39.99
- **DEVELOPER:** CODEMASTERS
- **PUBLISHER:** CODEMASTERS
- **ONLINE:** MULTI-PLAYER
- **OTHER FORMATS:** PS2, PC
- **WEB:** WWW.CODEMASTERS.CO.UK/TOCARACEDRIVER3
- **PLAYERS:** 1-12 (XB, PC), 1-8 (PS2)

PS2
XBOX
PC

WHAT IS IT?

The latest and greatest addition to Codemasters' eight-year-old racing series.

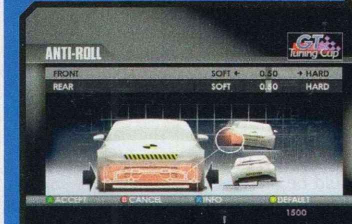
- **Updated, realistic handling model**
- **Most detailed damage system yet**



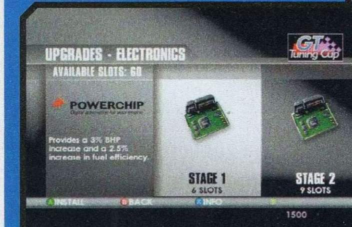
IN-GAME CLIP: **The violence of the crashes in *Race Driver 3* feels strikingly realistic, particularly when using the in-car view.**

WINNING TUNE

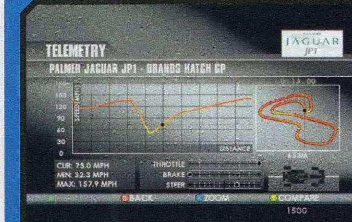
Want to make the fastest laps? You'll need to tune up the major aspects of your car, then. In some championships, you can also boost its performance with after-market upgrades.


ANTI-ROLL
GT Tuning Cup
FRONT
SOFT
0.50
HARD
REAR
SOFT
0.50
HARD
ACCEPT
CANCEL
INFO
DEFAULT
1500

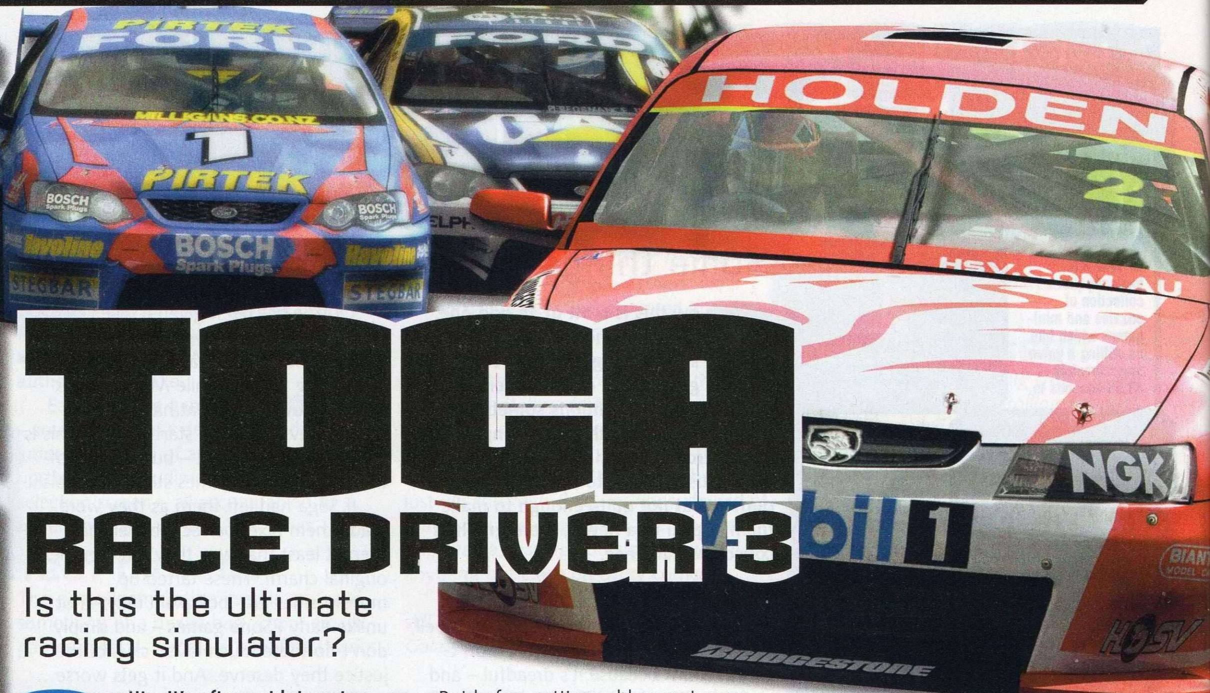
Precious tenths of a second can be won if you tinker with the car's handling.


UPGRADES - ELECTRONICS
AVAILABLE SLOTS: 60
GT Tuning Cup
POWERCHIP
Provides a 3% BHP increase and a 2.5% increase in fuel efficiency.
STAGE 1
6 SLOTS
STAGE 2
9 SLOTS
INSTALL
BACK
INFO
1500

From the seats to the engine, you can upgrade all major areas of your machine.


TELEMETRY
PALMER JAGUAR JP1 - BRANDS HATCH GP
JAGUAR JP1
SPEED (MPH)
150
120
90
60
30
0
DISTANCE
CUR: 73.0 MPH
MIN: 32.3 MPH
MAX: 157.9 MPH
THROTTLE
BRAKE
STEER
BACK
ZOOM
COMPARE
1500

Analyse a lap in detail with telemetry to know where there's improvements to be made.


PIRTEK
FORD
BOSCH Spark Plugs
HOLDEN
NGK
BRIDGESTONE

TOCA RACE DRIVER 3

Is this the ultimate racing simulator?

Quantity, it's often said, is not an indication of quality. Quite the opposite, even. If that were true, *TOCA Race Driver 3* would be the worst racing game ever – over 35 categories of motorsport, 80 circuits and 120 championships is a ludicrous amount of content.

Praise your Sparco overalls, then, that Codemasters has matched this unprecedented level of quantity with an equally unusual degree of quality. From lawnmower racing to Formula One, and via most things in between, this speedily establishes itself as one of the greatest racers yet.

But before setting rubber on tarmac (or dirt), you must choose what to race. Skip past World Tour and you'll find yourself in Pro Career mode. Here, all of *Race Driver 3's* monumental motorsport matter is split according to class: Classics, GT, Oval, Touring Car, Off Road, and Open Wheel, to name but a few. Pick one, enter a championship and you're off on as close a console representation of real-life racing as you're ever likely to have experienced.

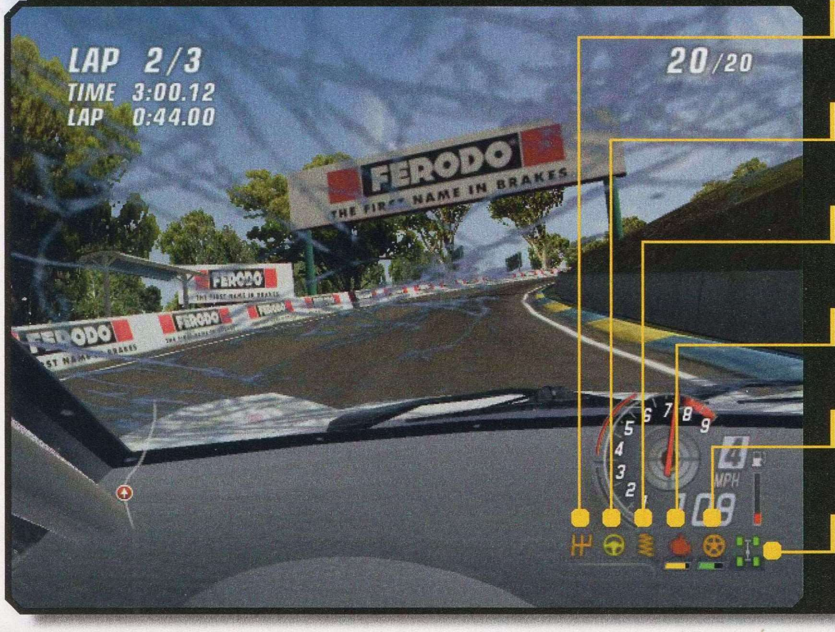
Depending on how seriously you want to take it (events are fully customisable), the major rules for each series are included, meaning you can spend time tuning (and, where applicable, upgrading) your car to get it set up for a track during the practice sessions and post a pole-grabbing time in qualifying, before going on to demolish the opposition in the actual race.

RACING PULSE

If you'd rather pick at *Race Driver 3's* exquisite racing banquet in buffet fashion, then World Tour is for you. This picks simplified versions of the many championships in Pro Career within a tiered structure, enabling you to choose from (typically) three categories as you

BUMP 'N' GRIND

Damage is a crucial element in *TOCA Race Driver 3.* It's not just cosmetic (although you will create serious damage to your dream car) – playing bumper cars will affect the performance, handling and even the aerodynamics of your vehicle.


LAP 2/3
TIME 3:00.12
LAP 0:44.00
20/20
FERODO
THE FIRST NAME IN BRAKES
MPH

GEARBOX
Top speed and the ability to change between gears becomes reduced.

STEERING
Responsiveness decreases making it difficult to control at high speeds.

SUSPENSION
Road holding and cornering ability will be seriously affected.

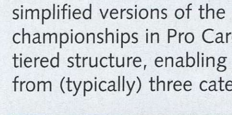
ENGINE
Top speed and acceleration are reduced, overheating increases.

WHEELS
Stability handling decrease, loss of a wheel can mean early retirement.

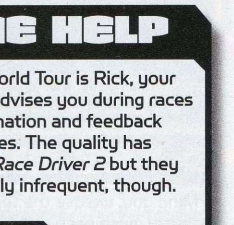
TYRE WEAR
The level of grip is reduced as the tyres wear down.

SOME HELP

Joining you in World Tour is Rick, your mechanic, who advises you during races and offers information and feedback through cutscenes. The quality has improved since *Race Driver 2* but they remain annoyingly infrequent, though.



Rick, the guy with the cap, is always quick to let you know how you got on with either praise or abuse.

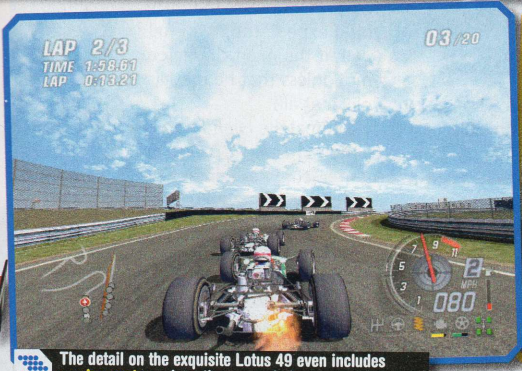


The cutscenes serve to fuel inject a little narrative into the World Tour mode, and are a nice addition to the game.

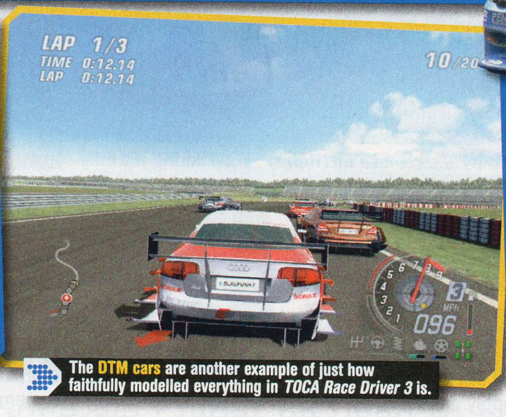
The info this time around is a focused a lot more on the actual disciplines on offer than general information.

SEE IT, LIVE IT

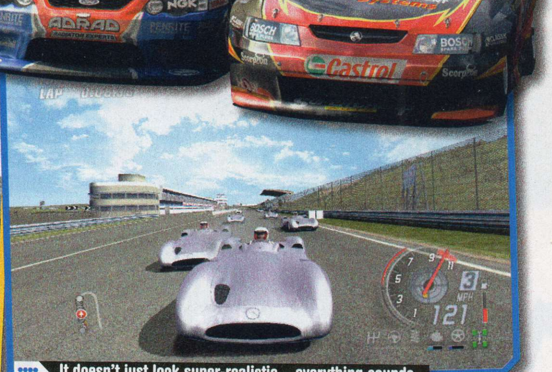
The graphics and sound are exceptional. Get a big screen and turn up the surround amp for the complete experience.



The detail on the exquisite Lotus 49 even includes **moving parts** such as the rear axle here.



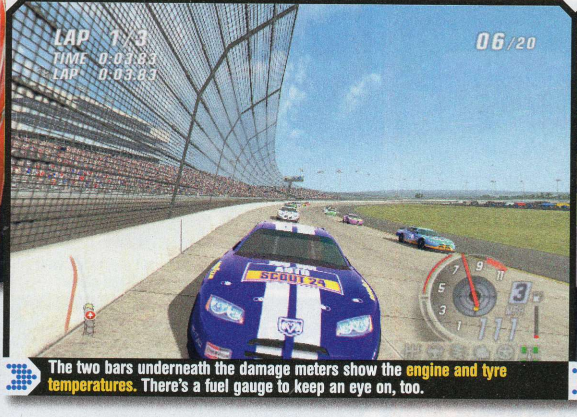
The **DTM cars** are another example of just how faithfully modelled everything in *TOCA Race Driver 3* is.



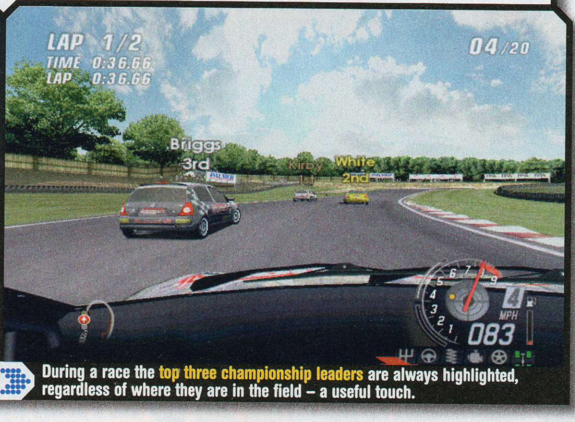
It doesn't just look super-realistic – everything sounds the way it should, too. So **crank it up!**

USE YOUR HEAD

Sometimes driving flat out only results in going bonnet first into a concrete wall. Strategy plays a crucial role in racing so pay attention to the information the game is giving you while you're behind the wheel if you want to stay in the race.



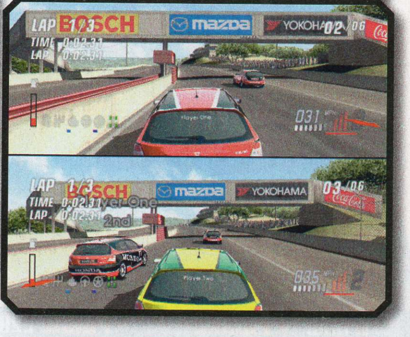
The two bars underneath the damage meters show the **engine and tyre temperatures.** There's a fuel gauge to keep an eye on, too.



During a race the **top three championship leaders** are always highlighted, regardless of where they are in the field – a useful touch.

LIVE RACE

Racing is always best when you're pitted against your mates. In addition to a two-player split-screen in *Toca Race Driver 3*, there are System Link and Xbox Live multi-player options. Then there's the fully customisable championships which include new modes such as Elimination rounds.



climb the motorsport ladder towards the ultimate goal of sitting in a Williams BMW F1 car.

The racing itself, you'll be glad to hear, is usually nothing short of magnificent. True, the handling in one or two of the categories isn't entirely convincing and some of the marshal decisions are dubious, but for the most part it's brilliantly realised. If you have Mobil 1 for blood then you'll want to switch on the Pro-sim handling and full damage model options for a gloriously unforgiving slice of additional realism. Get it wrong on the track, however, and this will mean an early visit to the restart screen. A sure sign the developer has got things right, though, is the fact you always blame yourself for mistakes, rather than pointing the finger at the game.

HEAD TO HEAD

Unless you can blame the AI, of course. Opponents give as good as they get and they occasionally make mistakes, crashing into you. That's racing, though. Provided you've ramped up the difficulty level they'll fight you tooth and nail for position, resulting in some of the most enjoyable four-wheeled competition you'll face. Battles, particularly during endurance events, are relentless – miss an apex and by the time you finish this sentence the guy that was up your rear bumper is now showing you his.

Quantity *and* quality, then. A rare feat, but so is a racing experience of this calibre. GM

> "IF YOU HAVE MOBIL 1 FOR BLOOD, SWITCH ON THE PRO-SIM HANDLING"

Other Formats

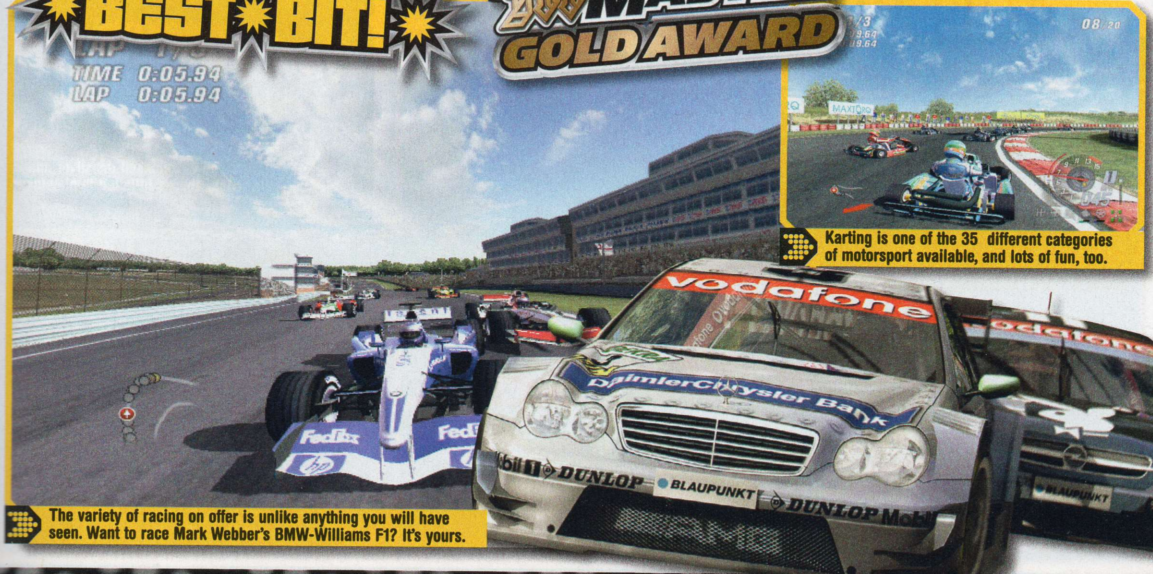
The closest alternative on your console:

PC Even finer graphics and force feedback wheel support increases the sim level.

PS2 Hook it up to a Logitech Driving Force Pro for the ultimate *TOCA* experience to date.

BEST BIT!

GAMES MASTER GOLD AWARD



Karting is one of the 35 different categories of motorsport available, and lots of fun, too.

The variety of racing on offer is unlike anything you will have seen. Want to race Mark Webber's BMW-Williams F1? It's yours.

JUDGEMENT

JORD

GM LOVES

- + Detailed level of realism
- + Range and standard of racing
- + Risk and reward balance of terminal damage

GM HATES

- - Occasional unfair marshalling
- - Some championships too similar to each other
- - AI makes too many perfect starts
- - No dynamic weather

GRAPHICS 95%

Beautifully recreated cars and circuits, plenty of impressive visual effects.

GAMEPLAY 92%

Great handling, challenging AI and excellent racing make this sterling stuff.

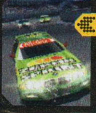
LIFESPAN 94%

Huge amount to complete/unlock. And then there's online play to deal with.

OVERALL

91%

Unrivalled variety, superb realism – easily one of the best racing experiences ever made.



SHOULD YOU BUY IT?

BETTER THAN:...TOCA World Touring Cars 71%
WORSE THAN: ....Gran Turismo 3, 95%
WAIT FOR:............ TOCA 4, TBC
BEST PRICE:......... £26.99, gameplay.co.uk

OUT: NOW • **FORMAT:** N-GAGE • **PRICE:** £24.99
DEVELOPER: BACKBONE REDLYNX • **PUBLISHER:** NOKIA
ONLINE: MULTI-PLAYER • **OTHER FORMATS:** NONE • **WEB:** WWW.HIGHSEIZE.COM • **PLAYERS:** 1-4

N-GAGE

HIGH SIEZE

The best pun we've heard in 12 minutes...

If imitation is the sincerest form of flattery, then *Advance Wars* should be delighted by the release of *High Seize.* Prepare to be plunged into 17th century watery warfare, as you sail to the Caribbean to save your Dad from the grubby hands of pirates in this turn-based strategy game.

Almost every little bit of *Advance Wars'* gameplay has been mercilessly plundered by *High Seize:* infantry, ranged weapons, village capturing, CO powers, wagons that supply ammo. By far the biggest twist it brings to the formula, beyond a few small tweaks, is the pirate motif. Read into this what you will. Of course, it's a little more forgivable considering it's on a format that could do with some decent games. Happily, *High Seize* turns out to be a very accomplished imitation, with good, occasionally great, mission designs and pretty darn steely AI.

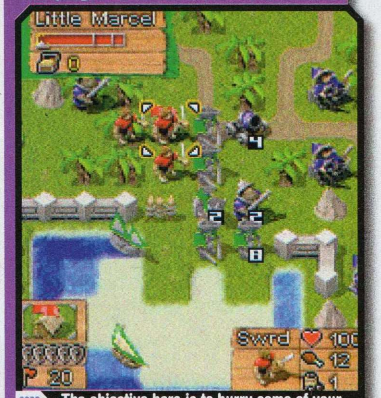
SIEZE THE DAY

You'll still be irritated by silly little things. Idiotically, it doesn't automatically track movements during the enemy's turn, meaning you'll rush around with your cursor each time in a hilarious slapstick fashion, trying to keep up with what's happening. But it's a challenging, compulsive substitute all the same. The presentation's more substantial than you'd expect, too, with full voice acting (even if the main character is so vastly emotionless that he may as well not be voiced at all).

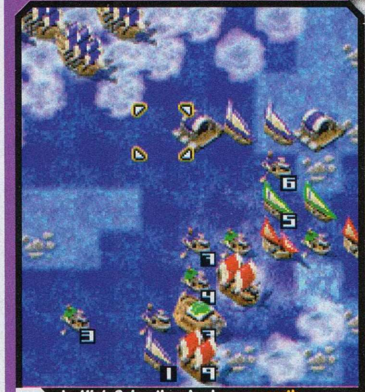
Ultimately, *High Seize* is a fine example of the old adage, 'If you can't beat 'em, er, copy 'em entirely'. GM

SET SALE

Here are some puns that would work equally as well as titles: Desert Dieland, Slooping Around, War The Plank...

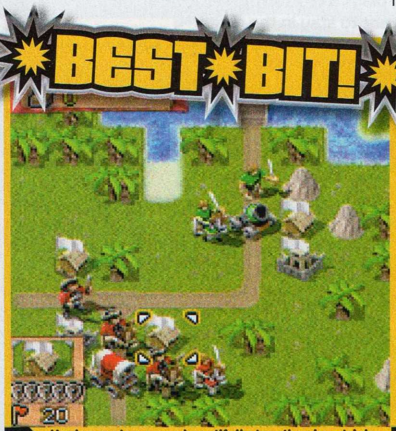


The objective here is to hurry some of your precious swordsmen to the beach.

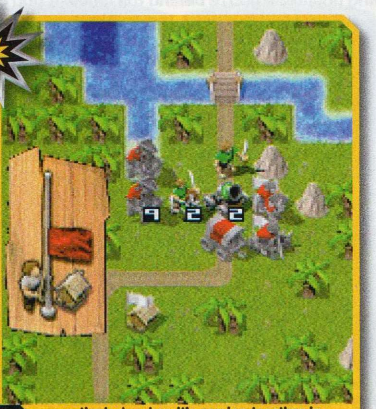


In *High Seize,* there's always a north-westerly breeze blowing through the sails.

BEST BIT!



Having a plan come beautifully together in a tricky situation is always a nice moment...



...particularly when it's coming together in front of the mate sitting next to you.

JUDGEMENT

ADAM

GRAPHICS 74%
Functionality over flashiness. Nicely painted interludes, though.

GAMEPLAY 86%
Splendid warring, with plenty of variety to the objectives.

LIFESPAN 85%
Potentially huge, if you can recruit some fellow sailors for multi-player.

OVERALL

85%

Straight from a template, but stencilled with care. Certainly a superior N-Gage game.

SHOULD YOU BUY IT?
BETTER THAN:...... Promise of Power, 78%
WORSE THAN: ......Pathway To Glory: Ikusa .... Islands, 90%
WAIT FOR:......................Civilisation 3, TBC
BEST PRICE:................£19,95, allack.co.uk

OUT: NOW • **FORMAT:** DS • **PRICE:** £29.99 • **DEVELOPER:** SEGA • **PUBLISHER:** SEGA • **ONLINE:** WIFI COMPATIBLE
OTHER FORMATS: NONE • **WEB:** WWW.SEGA.COM/GAMES/GAME_TEMP.PHP?GAME=SEGACASINO • **PLAYERS:** 1-5

DS

SEGA CASINO

Losing money has never been so unenjoyable...

With a touch screen and stylus that allows you to easily and satisfyingly slide chips and cards all over the place, the DS is obviously the handheld of choice for a casino game.

Sega Casino has craps (yes, that's craps), blackjack, roulette and more – nine games in total. In Casino mode you can travel from one table to another with your accumulated cash, success bagging you not only pocketfuls of dollars but also the invitation to play on the Silver and Gold tables where the stakes are higher.

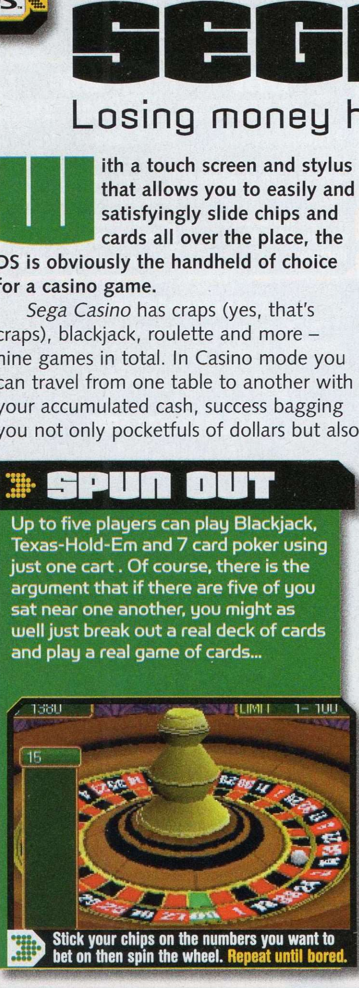
CASINO ROYALE

The games are adequately executed, although visually they don't go the extra mile – they do the job and nothing more. Our big gripe is that *Sega Casino* in no way whatsoever makes you feel like you're a player in a casino. It's actually no different to playing poker or blackjack on your PC. Given the Sega name slapped on it, we were hoping for something a bit different, maybe a quirky story to bridge the gap between games or a few colourful characters dealing the cards. But there's nothing – just a dull menu screen that lets you change between games, and a stats screen that comes up at the end of a gambling spree to tell you how much cash you've won or lost. It's about as interesting as reading your bank statement.

An option to play with up to five players using only one cart is a good one, but there are no extra modes to spice up the play. Winning does little more than increase the little numbers in the top left of the screen, so even sticking $1000 on number 13 on the roulette table is dull. It's hardly Vegas, hardly entertainment, in fact. GM

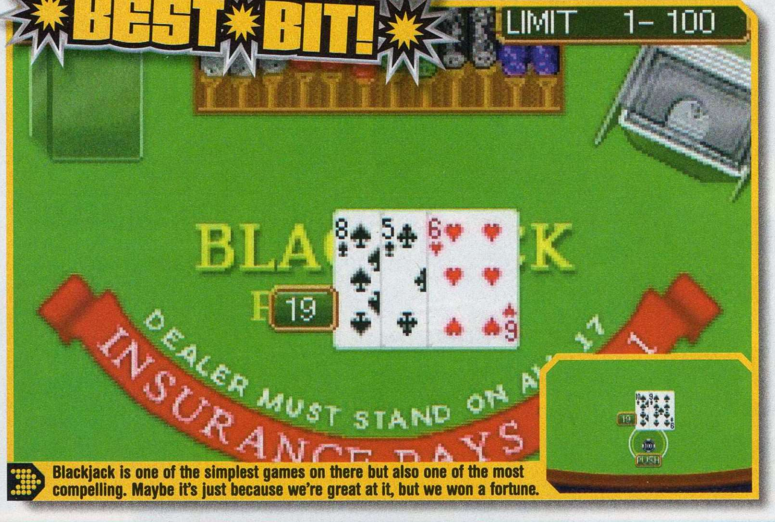
SPUN OUT

Up to five players can play Blackjack, Texas-Hold-Em and 7 card poker using just one cart . Of course, there is the argument that if there are five of you sat near one another, you might as well just break out a real deck of cards and play a real game of cards...



Stick your chips on the numbers you want to bet on then spin the wheel. Repeat until bored.

BEST BIT!



Blackjack is one of the simplest games on there but also one of the most compelling. Maybe it's just because we're great at it, but we won a fortune.

JUDGEMENT

KATH

GRAPHICS 52%
We weren't expecting a Sega branded casino game to look quite so dull.

GAMEPLAY 58%
Guaranteed to make even your favourite card game tire quickly.

LIFESPAN 65%
Once you've unlocked the silver and gold rooms, there's little left to play for.

OVERALL

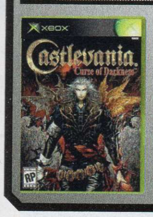
51%

While a card game could work quite well on the DS, this one lacks anything special at all

SHOULD YOU BUY IT?
BETTER THAN:............Casino Empire 50%
WORSE THAN: ...Payout Poker and Casino, ... 42%
WAIT FOR: ......Golden Nugget Casino, TBC
BEST PRICE:...................£26.99, play.com)

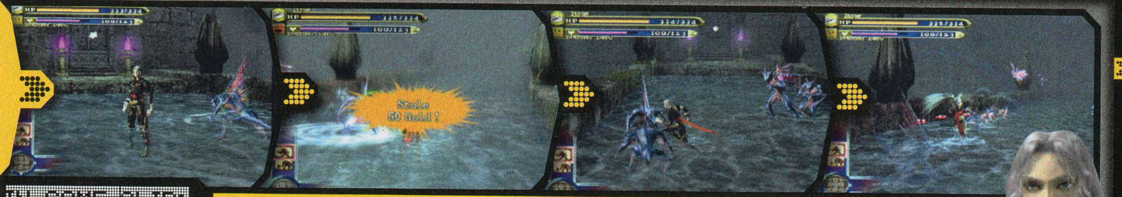
- **OUT:** NOW (US), MARCH (UK)
- **FORMAT:** XB
- **PRICE:** £39.99
- **DEVELOPER:** KONAMI
- **PUBLISHER:** KONAMI
- **ONLINE:** NO
- **OTHER FORMATS:** PS2
- **WEB:** WWW.KONAMI.COM
- **PLAYERS:** 1

WHAT IS IT?



The latest in a long line of demon-filled action adventures centred on murdering vampires with whips.

- Dozens of weapons to create
- Summon and evolve demonic sidekicks



IN-GAME CLIP: Carve your way through room after room after room of enemies, with various weapons and combat styles.

CASTLEVANIA: CURSE OF DARKNESS

This prince ain't what he used to be...

Before we get down to business, some quick celebrations are in order. This is the first *Castlevania* game to grace Xbox, but don't crack out the expensive stuff just yet. It's one of the weakest *Castlevania* games we've played for a long time but, given the pedigree of the series, it's not awful.

It's closely related to the recent PS2 *Castlevania, Lament of Innocence,* which featured a *lot* of demon-splatting combat through long streams of creepy corridors and rooms, but with a greater sensation of linearity than previous *'Vanias.*

VAMP OR TRAMP?

To make up for the repetition, it offers some complexity via a weapon creation system, and the Innocent Devils – supernatural buddies that hover around and provide support during battle – a mixture of butler and bodyguard.

These additions make the combat feel substantial, even though it begins to feel samey all too quickly. It's more RPG than adventure, which is a polite way of saying that it's not a patch on the exploration aspect of a *Zelda* or *Metroid* game.

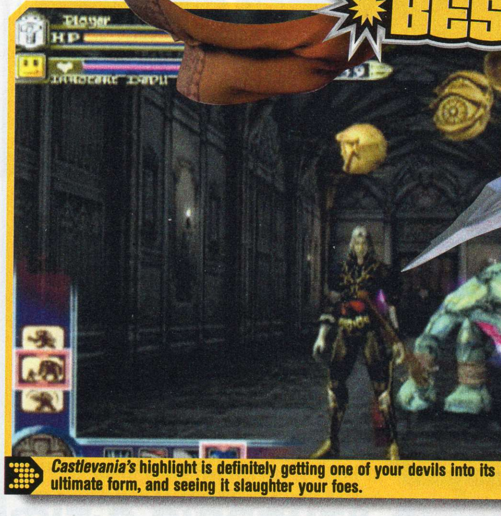
Visually, it's dull, despite the odd flash of colour and interesting piece of architecture, and it feels dated. There's plenty of game in there for dedicated *Castlevanians* to unearth, admittedly, but it's nowhere near as slick, speedy and consuming as *Devil May Cry 3*.

YOU'RE SO VAIN

In the world of action games – where we've had the likes of *God of War* and *Ninja Gaiden Black* quaking the landscape in the past year alone – *Castlevania: Curse of Darkness* feels inferior and dusty by comparison.

It's a game that heads in some interesting directions, but just doesn't have the production values or the class to bring it back from the dead. GM

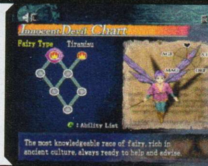
BEST BIT!



Castlevania's highlight is definitely getting one of your devils into its ultimate form, and seeing it slaughter your foes.

DEVIL Y'KNOW

You unlock 'Innocent Devils', supernatural partners to aid you in your lengthy quest to stomp out evil like a fat slug.

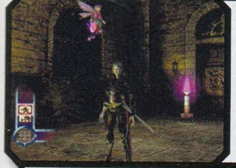


Innocent Devil Chart

Fairy Type Titania

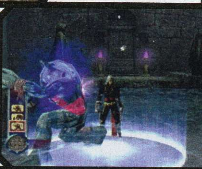
Ability List

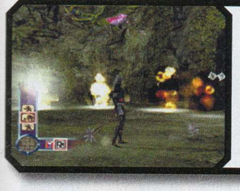
The most knowledgeable race of fairy, rich in ancient culture, always ready to help and advise.



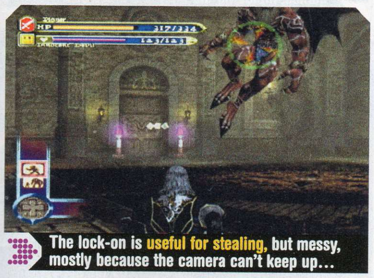
The nicer, fairy-type devils stay out of harm's way, but they do provide numerous heal spells from afar to keep you healthy.

The Golem is a battle devil that mindlessly thumps everything in its path. Best leave him to it if you don't want to get crushed, then.

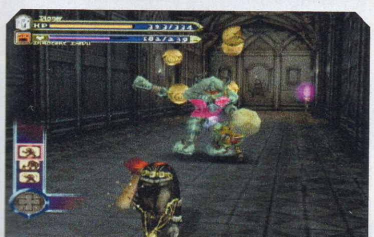




Airborne devils are especially useful: they perform bombing runs on your enemies and let you glide across chasms.



The lock-on is useful for stealing, but messy, mostly because the camera can't keep up...



...the blocking and dodging system works like a charm, as it did in *Lament of Innocence*.

Other Formats

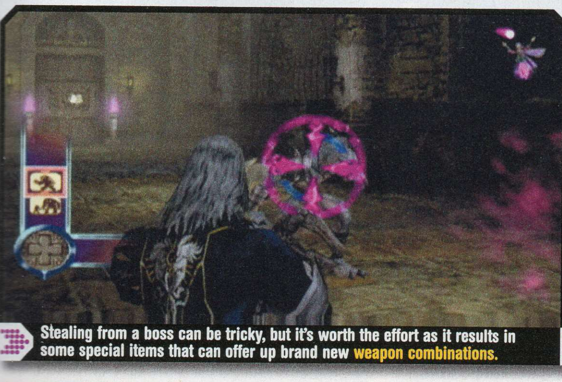
The closest alternative on your console:

PS2	God of War	94%
DS	Castlevania: Dawn of Sorrow	90%
XBOX	Ninja Gaiden Black	88%

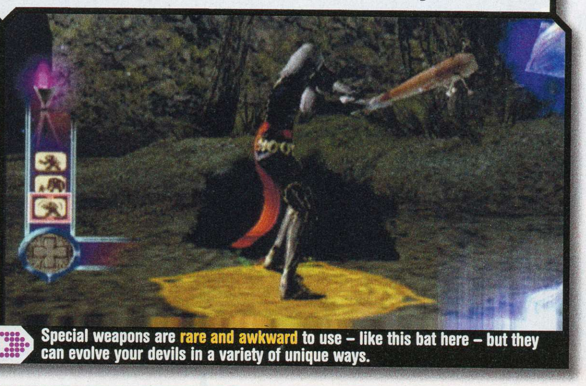
> "IT'S NOT A PATCH ON THE EXPLORATION ASPECT OF A ZELDA OR METROID GAME"

NERVES OF STEAL

A good example of the attention to detail in *COD's* battle system is the steal function. When you lock onto an enemy, the reticule turns purple – just for a second, and at a different time for each enemy. At this moment, you can steal an item or money from them.



Stealing from a boss can be tricky, but it's worth the effort as it results in some special items that can offer up brand new weapon combinations.



Special weapons are rare and awkward to use – like this bat here – but they can evolve your devils in a variety of unique ways.

JUDGEMENT

STEVE

GM LOVES	GM HATES
+ Stealing items from enemies to make new weapons	- Scrappy looks and samey corridors
+ Sidekicks that prove to be a genuine help	- The lock-on system. It's unruly and dizzying
+ The funky, spooky music is as good as ever	- It's not as good as the handheld *Castlevania* games..

GRAPHICS 52%

Weak and repetitive, putting a serious drain on the sense of atmosphere.

GAMEPLAY 58%

The combat has plenty to offer, but repetition takes the shine off it.

LIFESPAN 70%

The game's huge and there's plenty to collect, but working through it feels dull.

OVERALL

63%

Some good and well-implemented ideas can't quite salvage what feels like an outdated game.

SHOULD YOU BUY IT?

BETTER THAN: The Incredibles: Rise of the Underminer, 50%

WORSE THAN: Kameo: Elements of Power, 82%

WAIT FOR: Tomb Raider, Spring

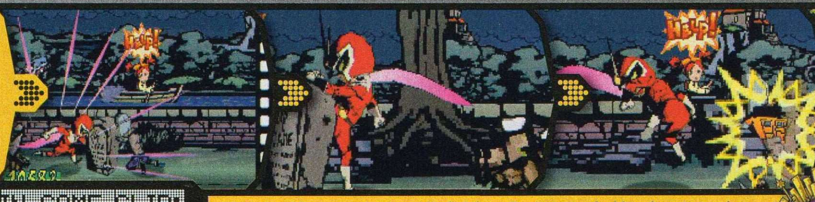
- **OUT:** 24TH FEBRUARY • **FORMAT:** DS • **PRICE:** £29.99
- **DEVELOPER:** CAPCOM • **PUBLISHER:** CAPCOM • **ONLINE:** NO
- **OTHER FORMATS:** NONE • **WEB:** HTTP://WWW.CAPCOM-EUROPE.COM • **PLAYERS:** 1

DS

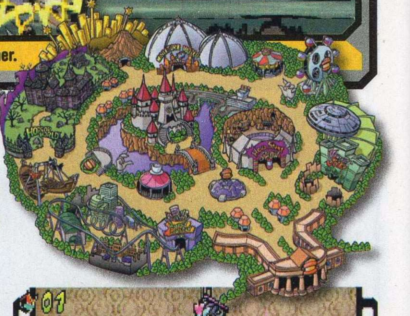
WHAT IS IT?

A scaled down take on the GC's manic, primary-coloured superhero thwap-'em-up, now with added thumb-testing trickiness.

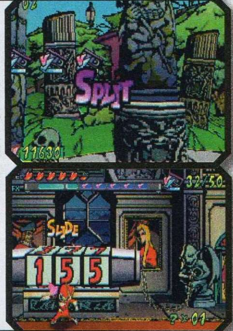
- Unlockable characters like Captain Blue and Joe's sister, Jasmine



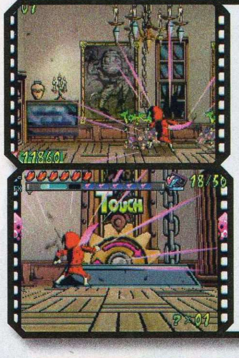
IN-GAME CLIP: We're touching robo-sharks while fighting off robo-man. And it only gets tougher.



VIEW AND ME



A typical Split puzzle – slide the statue off its pedestal so it falls in the weeds and creates a platform. Slide puzzles might involve the classic stop-the-fruit machine numbers puzzle. Easy? Well, yes.



But then you get bits like *this* – you're fending off robotic dogs at the same time as trying to twirl your thumb in a circle to operate a ratchet. Hnngh!

VIEWTIFUL JOE: DOUBLE TROUBLE

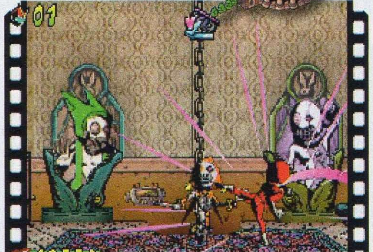
It's a Viewtiful day for hard games…

Do yourself a favour: pick 'Kids'. It might be embarrassing when *Double Trouble* asks if you want the 'Adults' difficulty or not, but you'll thank yourself. *Viewtiful Joe* being 'easy' is like most games being 'hard', and combined with the fiddly way you access moves by swiping a thumb across the touch-screen, it's trickier than doing brain surgery on a waltzer.

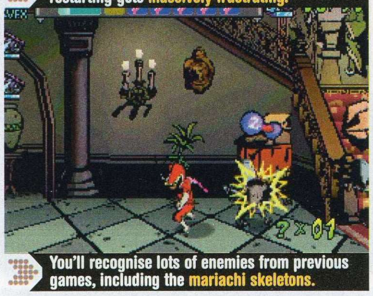
Though it looks like a scaled down version of the *Joe* we know and swear at, he's now got a new set of DS-friendly prodding abilities. In order of usefulness, these are: 'slide' (move the top half of the screen, which might cut a pipe in half and make it spray water on a fire), 'switch' (swap the top and bottom screens to magnify the action) and 'shake' (wiggle the screen the make objects fall on enemies – instead of just, say, punching them). Of course, this quickly gets much more complicated than it sounds – some scenes have to be shaken, slid and prodded combined with double-jumping.

DOUBLE OR QUITS

Certain enemies have to be zoomed and prodded to make them explode, and later levels force you to do this while you're *still* fighting enemies in the foreground. Which is all very clever, except that sometimes you have to do it *really fast*, and the touch-screen doesn't cope well with sensing precision thumb movements. In puzzles, and at least one boss battle, we found ourselves quickly shifting between the D-pad and grabbing the stylus for swipes – not convenient if you're on the move. Otherwise, this is more classy Joe action – and perfectly suited to the DS. Just be sensible on that difficulty selection screen. There's a time and a place for being a hero. GM

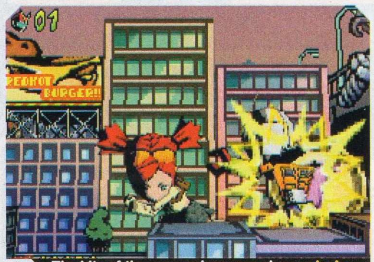


You can buy extra lives during gameplay – but restarting gets massively frustrating.

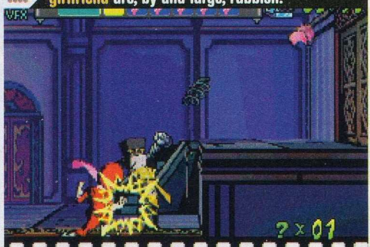


You'll recognise lots of enemies from previous games, including the mariachi skeletons.

> "THERE'S A TIME AND A PLACE FOR BEING A HERO"



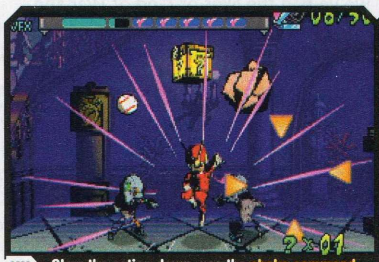
The bits of the game where you play as Joe's girlfriend are, by and large, rubbish.



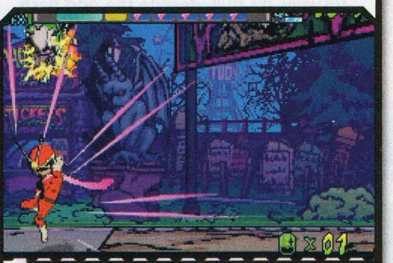
You'll need to give your screen a rub-down after things get sweaty with all the action.

VIEW'VE BEEN FRAMED

As you start to get used to the 'patting your head and rubbing your stomach' fun of using abilities separately, you can combine them. Just look at this…

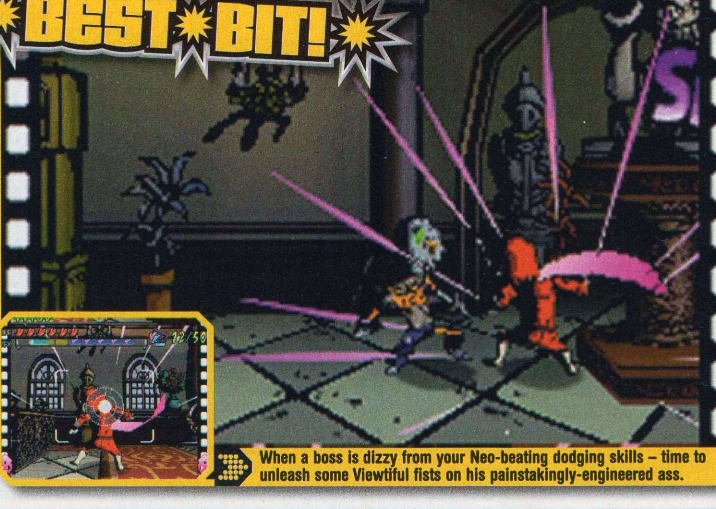


Slow the action down, use the shake command and you'll double the impact on enemies' heads.



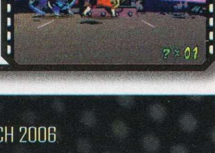
Or shake airborne enemies to make them drop to the floor, then nail them with a Viewtiful combo.

BEST BIT!



When a boss is dizzy from your Neo-beating dodging skills – time to unleash some Viewtiful fists on his painstakingly-engineered ass.

JOE FOR GOLD



Some enemies can be shaken up just by giving them a quick jab with a finger.

JUDGEMENT

JOEL

GM LOVES

- + Punching bullets back at helicopters
- + Pulling off mid-air combos
- + Getting that elusive 'You Are Viewtiful'! rating

GM HATES

- – The screen shaking when we're pretty sure we were sliding it
- – Exactly the opposite happening

GRAPHICS 80%

Classic Joe, scaled down – you can appreciate all the detail in 'Zoom' mode.

GAMEPLAY 80%

Almost too clever for its own good. Dextrous thumbs are essential.

LIFESPAN 85%

Probably the toughest game on the DS this year, and harder on 'Adults' difficulty.

OVERALL

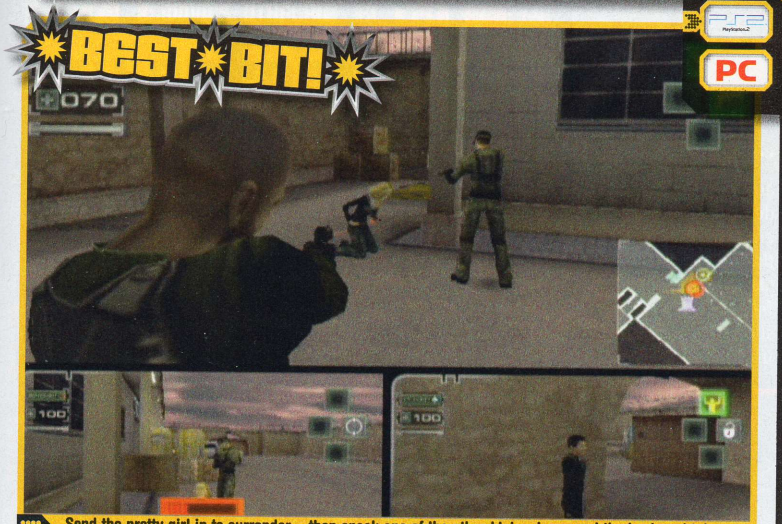
80%

You'll need the co-ordination of a Jedi pianist to get the most out of it. *VJ* still rocks, though.

SHOULD YOU BUY IT?

BETTER THAN: Viewtiful Joe: Red Hot Rumble, 82%
WORSE THAN: Viewtiful Joe, 90%
WAIT FOR: Okami , 2006
BEST PRICE: £25.99, gameplay.com

OUT: 24TH FEBRUARY • **FORMAT:** PS2 • **PRICE:** £29.99
• **DEVELOPER:** EKO SYSTEM • **PUBLISHER:** MIDAS • **ONLINE:** NO
• **OTHER FORMATS:** PC • **WEB:** WWW.EKOSYSTEM.COM • **PLAYERS:** 1-3



Send the pretty girl in to surrender – then sneak one of the other blokes in around the back and take the gun-toting guard's head off. Meanwhile, your third man thinks about what he'll have for tea tonight.

THE PLAN

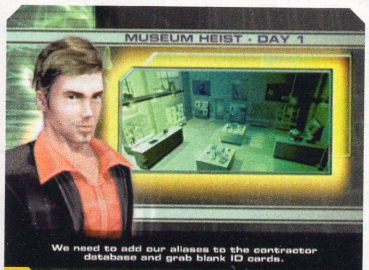
Thrills times three times 24...

Talk about stealth. Where did this classy little thriller come from? Sneaked out at a budget price by a developer better known for Garfield games, *The Plan* is one of the cleverest games we've played this year.

Think *Splinter Cell* and *Hitman* crossed with *Ocean's Eleven*. You control a team of conmen, thieves and hackers, masterminding art thefts in Prague, London and Paris. The big surprise here: you control three characters at the same time – and it *works*. It feels like your very own episode of 24 as you coordinate the three displays, distracting a guard with one character while the other shimmies past the window behind.

Sadly, The Plan doesn't always come together as you'd hope. Despite clever controls, shuffling three characters about with one joypad is often just as finger-frustratingly fiddly as you'd think. And the guards are useless: brainless simpletons who shatter the tense sense of fun by staring like shop dummies at even the most suspicious behaviour.

But forgive its mistakes and you've got what initially seems like a *really* bad idea, pulled off with flair. The missions are tense, the gadgets great, the voice acting brilliantly bad – and you get a Brad Pitt clone thrown in for nowt.



We need to add our aliases to the contractor database and grab blank ID cards.

The Plan's **Brad Pitt lookalike has the kind of hair we wish he had. And the kind of collars.**

JUDGEMENT

MARK

GRAPHICS 57%
Pretty ropey, but then there are three screens' worth of heist going on.

GAMEPLAY 80%
Sometimes dull, often flawed – but tense, clever stuff throughout.

LIFESPAN 78%
Follow *The Plan* properly and there's no rushing the sneaky missions.

OVERALL

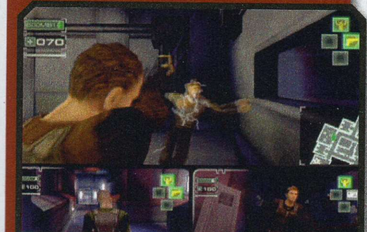
77%

Shoddy coding means *The Plan* is no work of art. But as budget-priced thrills go, it's ace.

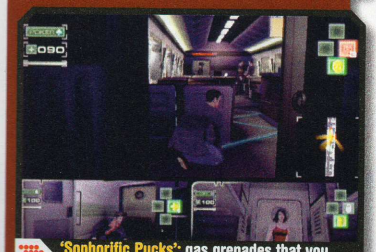
SHOULD YOU BUY IT?
BETTER THAN:........Without Warning, 56%
WORSE THAN:..... Hitman Contracts, 84%
WAIT FOR:....................a job vacancy in M15
BEST PRICE:..............£14.99, amazon.co.uk

TOOL UP

From drones to sniper rifles, they're what your hands were invented for.

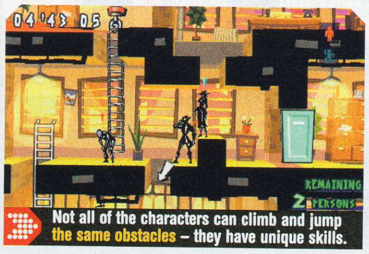


The Stun Gun has a powerful kick: it's mildy disappointing to switch to real guns later.

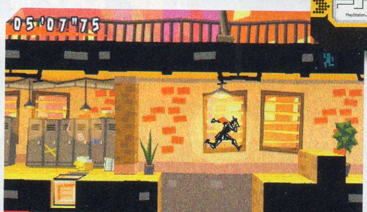


'Sophorific Pucks': gas grenades that you slide into enemy territory like a curling stone.

OUT: 24TH FEB • **FORMAT:** PSP • **PRICE:** £34.99 • **DEVELOPER:** TAITO
• **PUBLISHER:** UBISOFT • **ONLINE:** LEVEL DOWNLOADS • **OTHER FORMATS:** NONE • **WEB:** WWW.TAITO.CO.JP/D3/CP/EXIT/ • **PLAYERS:** 1



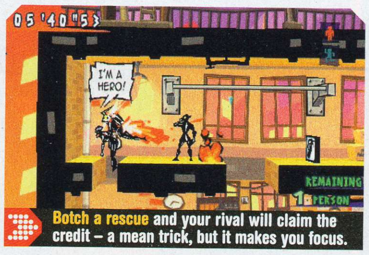
Not all of the characters can climb and jump the same obstacles – they have unique skills.



Admittedly the characters look simple, but the animation is quite stunning.

EXIT

We can be heroes, just for one game...



Botch a rescue and your rival will claim the credit – a mean trick, but it makes you focus.

If you're ever trapped in a lift, chances are you'd want your PSP with you to while away the hours until rescue. Now, with the arrival of *Exit*, there's another reason to want it: it's now home to Mr ESC, a black-hatted hero who lives to whisk people out of burning buildings, flooded subways and even trapped lifts.

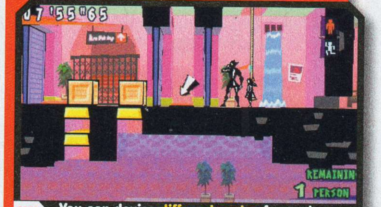
RESCUE ME

Half-platformer, half-puzzler, there's a lot about *Exit* that's really old-fashioned. Controlling Mr Escape is a painstaking process, needing lots of precision rather than flair – it'll remind you more of the first *Tomb Raider* than *Prince Of Persia: The Sands Of Time*.

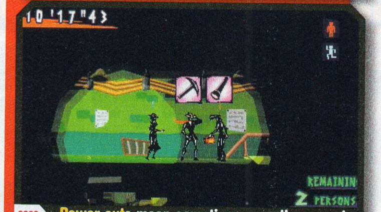
In order to rescue people he'll have to get to them first – vaulting crates and leaping gaps – and from then on they'll follow him as best they can, unless ordered to stay put or commanded to go somewhere useful – handy for controlling pressure switches. Of course, they can't manage all the heroic acrobatics that Mr ESC can, so you'll need to find them a safe route out to the exit. Fallen rubble, flames and thick smoke may block your way, so you'll need to find switches and items like fire extinguishers and pickaxes to clear your route. A fiendish puzzler and an elegant platformer, there are few better PSP games to get stuck with.

SO HANDY

Once you've actually been able to rescue people, they can help you out. They'll do things like carry spare items for Mr ESC and help each other up onto ledges or down long drops.



You can devise different routes for each person you rescue if you like.



Power cuts mean sometimes puzzling – and platforming – in pitch black darkness.

JUDGEMENT

GERAINT

GRAPHICS 88%
One of the most stylish games available on PSP.

GAMEPLAY 78%
Those pixel perfect jumps may wear you out after a while.

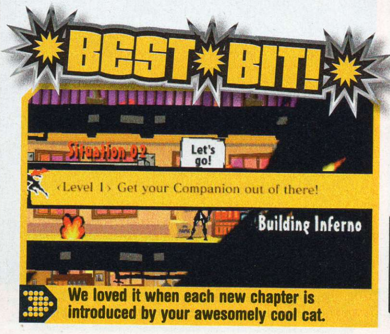
LIFESPAN 88%
Downloadable levels and challenging puzzles should keep you at it.

OVERALL

83%

A platforming/puzzler that's perfectly executed, *Exit* makes for a sharp PSP title.

SHOULD YOU BUY IT?
AS GOOD AS:... Archer Maclean's Mercury, ...83%
WORSE THAN: ....Spider-Man 2, 90%
WAIT FOR:..........Me And My Katamari, TBC
BEST PRICE:.....................£29.99, play.com



‹Level 1› Get your Companion out of there!

We loved it when each new chapter is introduced by your awesomely cool cat.

• OUT: NOW • FORMAT: PS2 • PRICE: £39.99
• DEVELOPER: HIGH VOLTAGE • PUBLISHER: 2K GAMES • ONLINE: NO
• OTHER FORMATS: XB, GBA • WEB: WWW.2KGAMES.COM/ZATHURA/ • PLAYERS: 0-0

ZATHURA

Appropriately, an anagram of 'aa – hurtz'...

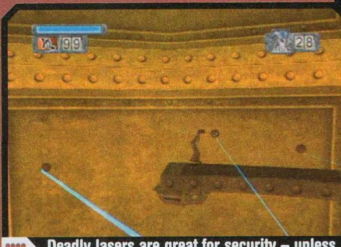
As with the board game that featured in the Jumanji-like movie, the moral here is: *don't open the box.*

Zathura is a real insomnia cure of a third-person adventure. You switch control between movie heroes Danny and Walter – and, randomly, a laser-spewing robot – and bring an entire metal-o-army to its knees with your spanner and catapult. Technically, it's not a complete disaster. But as long, boring corridors of robot-clonking go, it's long, boring, and goes massively overboard on the robot-clonking side of things.

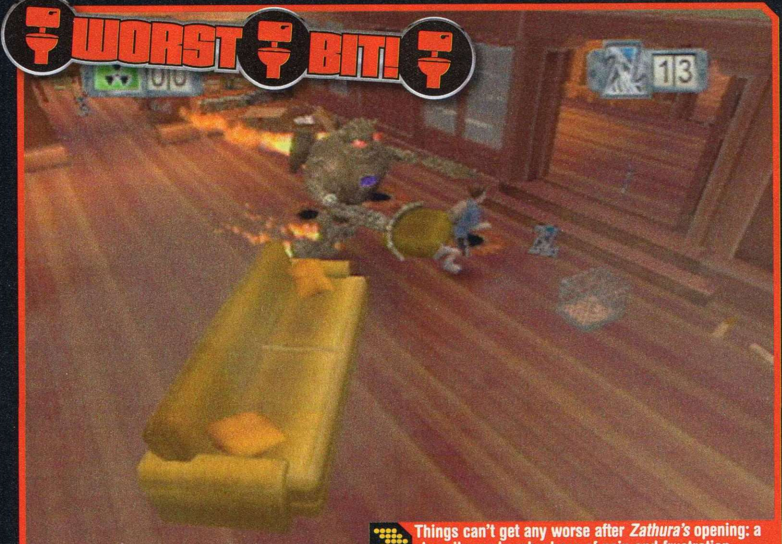
Zathura's all over in a couple of hours. In that time, you'll have watched brainless automatons tumble hilariously to their death; learned that running past enemies is faster than stopping to kill them; and seen more door-unlocking 'action' than a lock-tester in a lock factory. So that's another decent movie successfully melted down into an ugly blob of third-person tedium.

HOP IT

Zathura is ostensibly aimed at young 'uns, but some sections are guaranteed tantrum-triggers. Like leaping across moving platforms while dodging lasers and fighting a camera angle that makes toppling to your death your new hobby.



Deadly lasers are great for security – unless you foolishly put them at shin height.



Things can't get any worse after *Zathura's* opening: a clumsily-made robochase of pain and frustration.

JUDGEMENT

MARK

GRAPHICS 30%
Fill your TV with the blandest robot-filled factory in the universe.

GAMEPLAY 51%
Whacking a robot with a spanner is fun – the first 172 times.

LIFESPAN 27%
The game is up in almost the same time as the movie, about 2 hours.

OVERALL
55%
How to suck the magic out of an atmospheric movie in 22 easy stages. Very lame.

SHOULD YOU BUY IT?
BETTER THAN:..........Ninjabread Man, 11%
WORSE THAN: .....Ratchet: Gladiator, 84%
WAIT FOR:..............Chicken Little, February
BEST PRICE:............£29.99, amazon.co.uk

• OUT: NOW • FORMAT: N-GAGE • PRICE: £24.99 • DEVELOPER: BACKBONE ENTERTAINMENT • PUBLISHER: NOKIA
• ONLINE: MULTI-PLAYER • OTHER FORMATS: NONE • WEB: WWW.RIFTS-PROMISEOFPOWER.COM • PLAYERS: 1-4

RIFTS: PROMISE OF POWER

Followed by a sudden gaining of power...

LIMB-O

The character tree in *Rifts* is particularly fun: choose a basic type at the start (mercenary, psychic or mage) and then have it evolve as the game progresses. We're currently cultivating a reassuringly gnome-like Elemental Fusionist.

***Rifts: Promise of Power,* from the pen-and-paper role-playing game, is the ultimate fantasy melting pot, where whimsies from all walks of the genre gather under a post-apocalyptic sky to battle it out.**

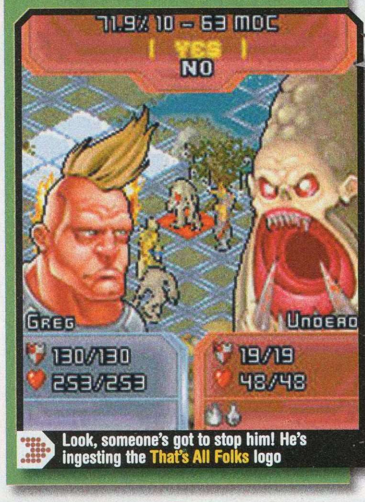
All the characters from the print series are here, as well as some N-Gage exclusive ones: Elementals nestle with the cyborgs; magic and psionics are studied in equal measure; zombies beset Coalition soldiers; dragons govern cities in human form. Every day's an adventure: it's almost like it was specifically engineered to be that way, or something.

POWER CRAZED

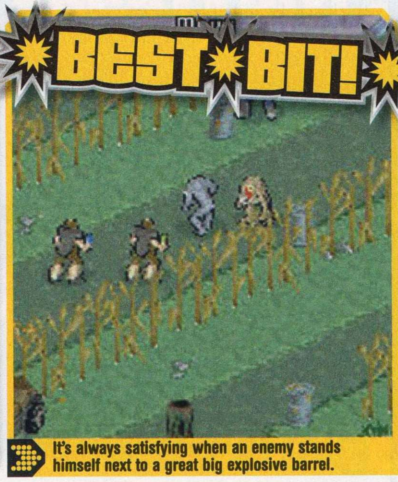
Rifts: Promise of Power is a surprisingly good tactical RPG, along the lines of *Final Fantasy Tactics.* There's plenty of statty crunch where it matters, and there's something satisfyingly appealing about the core mechanics: nipping out from behind a wall, firing off a few shots at 30-odd damage and dashing back to cover again tends to fire the imagination.

That said, it's looser than other games of its kind, and you might start to wish the tougher, more thinky battles came a bit more frequently. Also, the viewpoint can be confusing at times, particularly in the sections set in towns, and the (pleasant) music desperately needs more in the way of variety.

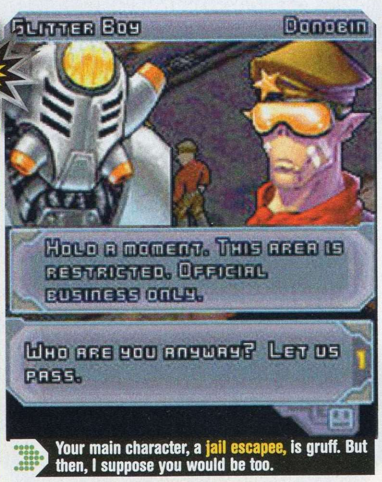
None of these little niggles are disastrous, though, and there is much here for the RPG fan to enjoy and lots to love for *Rifts* fans.



Look, someone's got to stop him! He's ingesting the That's All Folks logo



It's always satisfying when an enemy stands himself next to a great big explosive barrel.



Hold a moment. This area is restricted. Official business only.

Who are you anyway? Let us pass.

Your main character, a jail escapee, is gruff. But then, I suppose you would be too.

JUDGEMENT

ADAM

GRAPHICS 83%
Rather nice, actually, with some lovely 3D isometric environments.

GAMEPLAY 77%
Not as tight as you might expect, but still lots of tactical fun.

LIFESPAN 87%
Substantial like a good RPG should be, with multi-player to factor in too.

OVERALL
78%
An enjoyable, meaty, compelling pre-apocalypse RPG to get your teeth into.

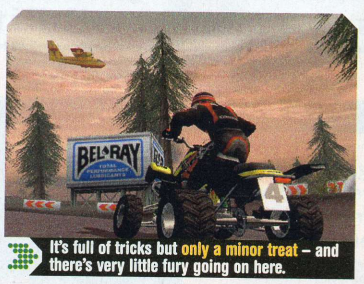
SHOULD YOU BUY IT?
BETTER THAN:.......... Requiem of Hell, N/A
WORSE THAN: .... The Roots: Gates of Chaos, N/A
WAIT FOR:.......... Warhammer 40,000, TBC
BEST PRICE:.............. £19.95, allack.co.uk

REVIEWER: ROB TAYLOR

OUT: NOW • **FORMAT:** PS2 • **PRICE:** £24.99
DEVELOPER: CLIMAX • **PUBLISHER:** SOUTHPEAK
ONLINE: NO • **OTHER FORMATS:** NONE
WEB: WWW.SOUTHPEAK.COM • **PLAYERS:** 1-4

ATV OFFROAD FURY 3

Yep, it's time to get back in the saddle...


It's full of tricks but **only a minor treat** – and there's very little fury going on here.

Tossed to and fro between publishers for ages, the third instalment in the impressive *Offroad Fury* series has finally revved onto PS2.

Offroad 3 hides its relative age well, with muddy and dusty environments to tear up to the accompaniment of a pumping punky soundtrack. Thanks to funky handling and a wide selection of tricks it's also a buzz to play, especially when you leave the championship behind and chance your arm at amusing mini-games like King of the Hill.

Bear in mind, though, that rival *MX Vs. ATV Unleashed* (GM159 80%) offers four-wheelers *and* biking for your buck, which may be the better deal.

JUDGEMENT

OVERALL

Solid enough, but *MX Vs. ATV Unleashed* is the total package.

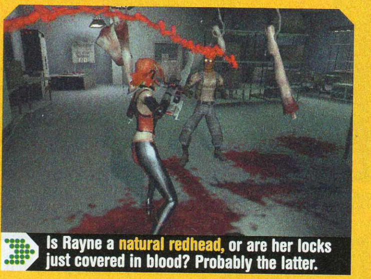
68%

OUT: 17TH FEBRUARY • **FORMAT:** XB • **PRICE:** £29.99
DEVELOPER: TERMINAL REALITY • **PUBLISHER:** THQ
ONLINE: NO • **OTHER FORMATS:** PS2, PC
WEB: WWW.BLOODRAYNE2.COM • **PLAYERS:** 1

BLOODRAYNE 2

Is this the most gore-geous game yet?

BloodRayne's back in this polished sequel that simply oozes gothic style, with Rayne a laydee who could teach fellas like Kratos and Dante a thing or two about sexy slaying.


Is Rayne a **natural redhead**, or are her locks just covered in blood? Probably the latter.

Get ready for some new sub-par jumping segments that look suspiciously similar to a certain Persian Prince's escapades. Rayne's also packing a harpoon this time round, so you can toss baddies around like human rag dolls.

Old bugbears return to haunt this otherwise decent sequel, like dodgy camera, flawed battles, linear levels and weak AI. That aside, *BloodRayne* is one of life's guilty pleasures.

JUDGEMENT

OVERALL

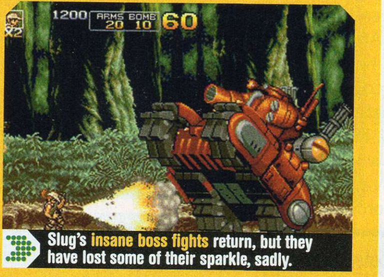
Flawed, but redeems itself through blood, sweat and more blood.

69%

OUT: NOW • **FORMAT:** PS2 • **PRICE:** £19.99
DEVELOPER: SNK • **PUBLISHER:** IGNITION
ONLINE: NO • **OTHER FORMATS:** XB
WEB: WWW.IGNITIONENT.COM • **PLAYERS:** 1-2

METAL SLUG 5

Break out the slug repellent – the metal one is back...


Slug's **insane boss fights** return, but they have lost some of their sparkle, sadly.

SNK's 2D shooter keeps on ploughing through the sequels like ripe corn. They're fun to play and seem like the perfect throwback to a cuter, bygone gaming age.

But perhaps that's the problem. Nostalgia just can't quite cut it any more. While admittedly an improvement on *Slug 4*, *5's* odd new vehicles and tweaked level design still feels stale. It's hamstrung by weak animation and more slowdown than the *Matrix* trilogy.

Compared to the nervous breakdown we came close to experiencing while playing the *Slug* tribute, *Alien Hominid*, recently, this old master feels sluggish, dated and uninspired.

JUDGEMENT

OVERALL

An immortal series that's finally beginning to look and feel its age.

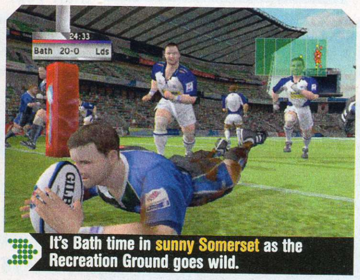
61%

OUT: 3RD FEBRUARY • **FORMAT:** PS2 • **PRICE:** £29.99
DEVELOPER: RELIC • **PUBLISHER:** UBISOFT / HIP INTERACTIVE
ONLINE: NO • **OTHER FORMATS:** NONE
WEB: 020 78087097 • **PLAYERS:** 1-4

RUGBY CHALLENGE 2006

A positively scrummy little number...

Finally, some competition to *EA Rugby*! (GM158 80%) Obviously aiming for the arcadey crowd rather than sim fans, *Rugby Challenge 2006* is an unpolished gem.


It's Bath time in **sunny Somerset** as the Recreation Ground goes wild.

Okay, so visually it's ropey and the presentation's a touch on the amateur side – with John 'Anyone fancy a pie?' Inverdale's commentary our undoubted lowlight – but *Rugby Challenge* oozes character. The slick control scheme feels far more natural that EA's unwieldy effort and leads to flowing passing, while rucking feels satisfyingly natural. With the Six Nations coming soon, best get into the swing of things now.

JUDGEMENT

OVERALL

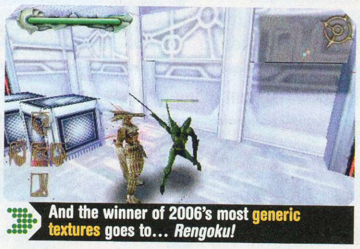
Don't let the lack of polish put you off – this is rugger at its best.

77%

OUT: 10TH FEBRUARY • **FORMAT:** PSP • **PRICE:** £29.99
DEVELOPER: NEVER-LAND COMPANY • **PUBLISHER:** KONAMI
ONLINE: NO • **OTHER FORMATS:** NONE • **WEB:** : HTTP://UK.GS.KONAMI-EUROPE.COM/GAME.DO?IDGAME=91 • **PLAYERS:** 1-4

RENGOKU THE TOWER OF PURGATORY

Introducing *Die Hard* meets *Robot Wars*...


And the winner of 2006's most **generic textures** goes to... **Rengoku!**

Weird, weirder and weirder. The word just kept reverberating though our brains as we ploughed our way through this bizarre techno beat-'em-up from Konami. As a nameless droid, you must rend, tear and strafe your way through legions of adversaries to reach the top of an immense tower. Why? Lord only knows.

Unfortunately, *Rengoku's* combat itself is nothing to write home about; it's a mass of button mashing/constantly dying and reloading tedium. Hoarders will fall in love with the wealth of customisation options as you harvest items from fallen foes and strap new weaponry to your arms, chest and head. An intriguing idea then, but it feels strangely rushed.

JUDGEMENT

OVERALL

It *is* purgatory, but sadly not in the way the makers intended.

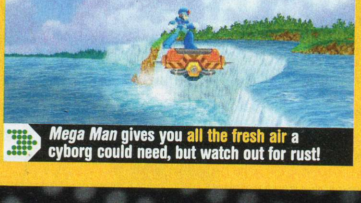
53%

OUT: 24TH FEBRUARY • **FORMAT:** PSP • **PRICE:** £29.99
DEVELOPER: CAPCOM • **PUBLISHER:** CAPCOM
ONLINE: NO • **OTHER FORMATS:** NO
WEB: WWW.CAPCOM.COM • **PLAYERS:** 1

MEGA MAN MAVERICK HUNTER X

Rocky's taking it back to the old school...

The original *Mega Man X* is championed as one of the all time classic SNES platformers by fans in the US and Japan, but few UK gamers ever got the chance to experience the delights of this first 'mature' adventure.


Mega Man gives you **all the fresh air** a cyborg could need, but watch out for rust!

That's all set to change with this spangly remake, which leaves the original gameplay essentially untouched and instead concentrates its efforts into providing a luscious visual overhaul.

Even if you still champion lush 2D sprites over 3D models, there's no denying that *Maverick Hunter* looks fabulous. With multiple paths and upgrades, this is a retro love-in par excellence. *Mega Man* fans will be delighted, and it might just win the series a few new converts as well.

JUDGEMENT

OVERALL

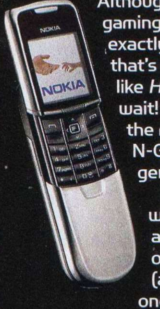
A fresh and vibrant reimagining of a superlative platformer.

81%

MOBILE MASTER

Gorillas, Lemmings and a pig's bladder – a Mobile wildlife fest!

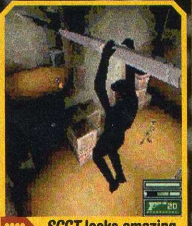
N-GAGE GAGA



Although it's still the best phone for gaming, Nokia's N-Gage hasn't exactly set the charts alight. And that's despite some decent titles like *High Seize* (page 94). But wait! Nokia appears to have made the masterstroke of adding the N-Gage technology into its next generation of smartphones.

This means that not only do we get to enjoy all the aforementioned classics on our swish new Nokia mobiles (and N-Gages, if you own one), but the bar for mobile gaming in general has been raised a notch or three. The N-Gage is dead. Long live the N-Gage!

High Seize – bad name, ace game.

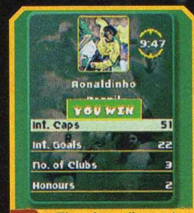


SCCT looks amazing in 3D on N-Gage…

TRUMP THAT!

Great news for nostalgic gamers everywhere – classic playground entertainment *Top Trumps* has been reborn for the mobile generation. In case you've never enjoyed the *Top Trumps* experience, players pick one statistic to compare with the other player's card; the player with the highest value card wins and keeps the card. Simple yet utterly compelling.

Available in *Star Wars, MotoGP, Football Legends* and… er, *Gumball 3000 Supercars* flavours, head over to www.thqwireless.com now and relive those halcyon days of yore…

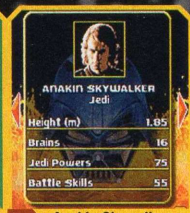


Ronaldinho

YOU WIN

Int. Caps	51
Int. Goals	22
No. of Clubs	3
Honours	2

There's no 'largest amount of teeth'.



ANAKIN SKYWALKER
Jedi

Height (m)	1.85
Brains	16
Jedi Powers	75
Battle Skills	55

Anakin Skywalker has sixteen brains?

MOBILE TOP 5!

FIVE *GM* FAVES GUARANTEED TO CAUSE A MOBILE MELTDOWN…

1. DOOM RPG

We still haven't finished it. We're too scared.

2. MIDNIGHT BOWLING

Bowled us over with ten-pin goodness.

3. KING KONG

Five star chest-beating, dino mashing carnage.

4. RIDGE RACER

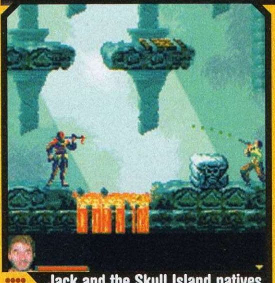
Console fave *RR* revs onto mobiles in style.

5. EXTREME AIR SNOWBOARDING

Came embedded on our SE W550i. Stunning.

KING KONG

WEBSITE:…WWW.GAMELOFT.COM



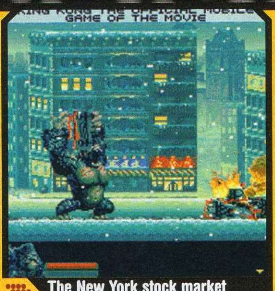
Jack and the Skull Island natives bonded with a spitting contest.

Our top game this month stars everyone's favourite chimp movie – Kong!

Human hero Jack's levels evoke *Prince of Persia*, as he dashes across ledges, steps on pressure triggers to open doors and co-operates with Ann to escape a series of temples.

But this game is really all about the monkey. Larger than life and bursting with primal energy, the hairy one hurls himself from vine to vine before battering seven shades out of any dinos barricading his way. Things get even hairier when the action switches to NY and you recreate the Kong's ill-fated scamper up the Empire State Building…

Everything a movie tie-in should be, *Kong* is mobile magic. GM



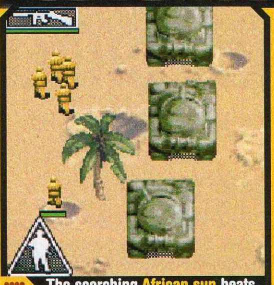
The New York stock market literally crashes, thanks to Kong.

OVERALL > Atmospheric, polished and heaps of fun. You're sure to go ape for Kong.

85%

CALL OF DUTY 2

WEBSITE:…WWW.MOGAME.COM



The scorching African sun beats down on sweaty Sgt. Davis…

Reminiscent of the N-Gage classic *Ikusa Islands, Call of Duty 2* is a solid mobile reworking of the hit console WW2 shooter.

You'll alternate between a British infantryman, a Russian sniper and an American Ranger as you blast your way from sweltering Africa to snowy Stalingrad to the gore-splattered beaches of Normandy. With your brave comrades in tow, you'll scatter for cover as enemy planes thunder overhead while radioing in co-ordinates for bombing runs.

Visually, it's a serious step up from the original mobile *Call of Duty* and, while the pinpoint controls are fiddly on a keypad, it's easily forgivable given that the gameplay is much deeper than your ordinary mobile shooter. GM

Stalingrad in winter is a bit parky, even with the explosions.

OVERALL > This thinking man's shooter deserves to win the Purple Heart. A true war hero.

80%

LOVE A LEMMING

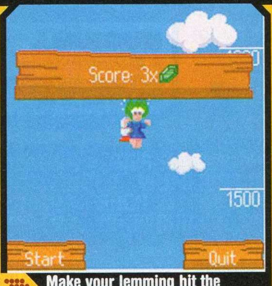
WEBSITE:…WWW.IFONE.COM

What is my name?
Answer

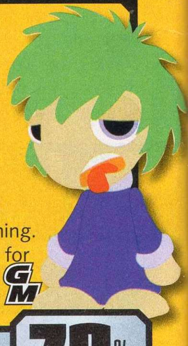
The temptation to call your lemming Lucky is just too much.

Yes, those adorable suicidal rodents have returned yet again. This time you won't be guiding a tribe to safety, but training a single one so they're ready for a life outdoors.

Believe it or not, your cuter than cute lemming starts off as a wild, feral beast. So some taming is in order. One too many strops and you can banish it to a crate for a few minutes to teach it some respect! Feed them the right diet to help them grow up, then compete in mini-games like Dig for Gold and Explode O Lemming. Who could hope for a more adorable virtual pet? GM



Make your lemming hit the heights in Jetpack Jive.

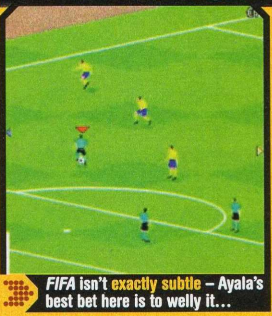


OVERALL > Short lived but adorable – if suicidal, green haired rodents are your thing.

79%

FIFA 06 MOBILE

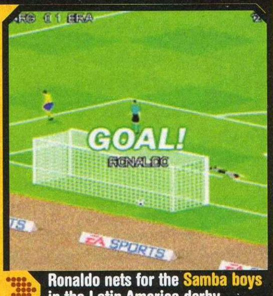
WEBSITE:…WWW.IPLAY.COM



FIFA isn't exactly subtle – Ayala's best bet here is to welly it…

While season *FIFA 05* failed to impress us here at *GamesMaster*, this year's *FIFA* is a totally different proposition. Premiership, Bundesliga, La Liga… all of your fave teams are selectable, plus there's a generous helping of game modes, such as Friendly and Tournament.

Even though spraying the ball around like Liverpool in their '80s pomp is near impossible, games are still competitive and exciting. So, while it doesn't exactly play like the beautiful game, *FIFA 06* remains a lot of fun. It also looks terrific, thanks to some fluid animation and rich production values. A fest of footy, it looks as if the forthcoming mobile game *Winning 11* might just have some genuine competition after all… GM



Ronaldo nets for the Samba boys in the Latin America derby.

OVERALL > A fest of handheld hoofing and portable punting that's seriously good fun.

81%

For Video Text GM VID to 88099 (please include the space)

For Pictures Text GM BABE to 88099 (please include the space)

#1 KATARINA
#2 NATASHA
#3 LOUISE
#4 REBECCA
#5 TAMARA

"Get these girls on your mobile NOW - never receive the same picture twice"

★★★★★

devildownload.com

This is NOT a subscription service

Babespotting

Picture service available on all major UK networks. Please Note however that video service is currently not available on 3. You must have an MMS/WAP-enabled mobile and be the bill payer or have the bill payer's permission. Pictures cost £1.50 each - Videos cost £3 each plus your normal standard network charges apply. ADULT CONTENT WARNING: Content available form this service is NOT suitable for any persons under the age of 16 years. Contact: Kaizen Mobile, Unit 3, Rectory Lane, Sidcup.

WIN A PSP

With games & accessories

With games and accessories

GR8Comps presents the ultimate PSP prize give away, Giga Pack, 10 top games & accessories plus a FANTASTIC mystery prize.

Yours for just pennies in our reverse auction. TEXT BIDZ and your bid in pence to 80039 e.g. Text BIDZ 700 to 80039 Text cost £1.50 & standard message. Terms and conditions and full details available @ www. gr8comps.moonfruit.com

GAMES MASTER

To Advertise Here Call Alby Donnelly or Oliver Davis on 01225 442244

or email alby.donnelly@futurenet.co.uk or oliver.davis@futurenet.co.uk

GAMES MASTER

UK GN

serious about gaming?

get serious about your isp!

www.UkGamersNetwork.com

Mon - Fri 10am - 4pm
0845 226 5514

WWW. BLADES-UK.COM

- Official Movie Swords
- Lord of the Rings Jewellery
- Official Statues
- Costumes
- Posters
- Limited Edition Film Cells
- Official Star Wars
- and so so much more...

Online Catalogue with 1000's of products

Also Accept Paypal, Nochex, Moneybookers & cheques.

Next day delivery. And we'll beat any competitor's price by 5%.

It's for you... NEW JOKES!

Dial the number - Choose a joke - Sit back and listen!

IRATE TAXI CONTROLLER
INVITE TO GO DRINK TESTING
FREE MOBILE CALLS FOR LIFE
YOUR CAR'S BEEN TOWED
WHY IS YOUR NUMBER ON MY GIRLFRIEND'S MOBILE
THE DETECTIVE - MR FURY

You can hear them, but they can't hear you... It's the phone call from hell.

09064 078 159

Calls charged £1.50/Min
Windlines PO Box 314 Reigate RH2 0XP

When They Answer The Joke Starts!

Your Phone's Got A Virus • Did You Gatecrash My Party? I've Got Your Mates Mobile • Auditions For A TV Series You DID Order A Pizza • Free Mobile Calls For Life Mr Fury • Invite To Go Drink Tasting • And Loads More!

Dial The Number, Choose A Joke And Listen. You'll Hear Them BUT They Can't Hear You!

09064 078 290

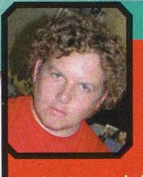
New Jokes

Calls cost £1.50min - Windlines, PO Box 314, Surrey RH2 0XP

CHEAT MASTER

QUALITY CHEATAGE SINCE 1993

CHECK OUT THE CHEATS BOOK FOR MORE!
YOUR MOST WANTED CHEATS



Cheating runs in Tom East's blood, and cotton wool in his hair. Looks lovely, doesn't it?

It's Valentine's Day again and still I'm searching for a Mrs East who will share my love of non-vegetarian cookery and Norwich City. I'm quite fussy – if she can't name every Pokémon in under two minutes and doesn't show some sort of interest when I mention *Animal Crossing: Wild World* and *Burnout: Legends* cheat codes, then quite frankly she's no keeper.

Bringing you the cheats today you'll need tomorrow

TIP OF THE MONTH

ANIMAL CROSSING: WILD WORLD DS

- ☑ NEW HAIRCUTS
- ☑ VISIT MR. RESETTI'S HOME
- ☑ UNLOCK GOLDEN ITEMS

GOLDEN BUG NET
Catch one of each type of bug.

GOLDEN FISHING ROD
Catch one of each type of fish.

GOLDEN SHOVEL
Bury a regular shovel in the ground. When dug up after 24 hours, it will be a Golden Shovel.

GOLDEN SLINGSHOT
Shoot fifteen items out of the sky and a Golden Slingshot will appear in the sky. Shoot it down to collect it.

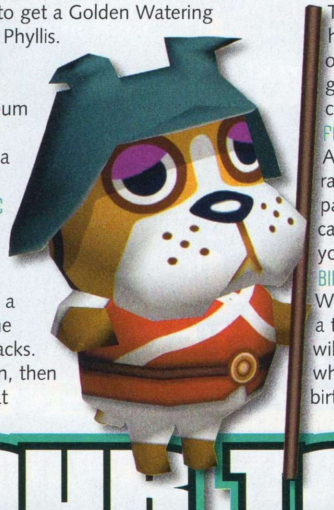
GOLDEN ROSES
Plant red roses next to one another until black roses appear. Use the Golden Watering Can to water dying black roses and they will appear as golden the next day.

GOLDEN TIMER
Get the Golden Axe, Golden Bug Net, Golden Fishing Rod, Golden Shovel, Golden Slingshot, and Golden Watering Can. Then, Tortimer will give you the Golden Timer.

GOLDEN WATERING CAN
Keep the environment perfect for 16 consecutive days to get a Golden Watering Can from Pelly or Phyllis.

MUSEUM MODEL
Donate the most items to the museum by the time it is completed to get a Museum Model.

MR. RESETTI'S HOME
Restart the game at least twice to have Mr. Resstti appear. Then, use a shovel to hit all the rocks until one cracks. Hit that rock again, then enter the hole that appears to find Mr. Resetti's home.



8/31 Wed
1:12 p.m.

I crave apples!

What kind of backwater town doesn't have apples?! Mine! It would be great if someone shared theirs...

Hayseed Hilda

Close

You'll be amazed at what there is to find in *Animal Crossing* if you know where to look.

TOM NOOK'S HOME
Go to the back of Tom Nook's shop between 12:00 and 2:00pm. Use a shovel to hit the back wall three times, then hit the front entrance once to be able to enter and see Tom Nook in pyjamas with a teddy bear.

NEW HAIRCUTS STYLES
Get a haircut from Harriet on consecutive days until you have had all six of them. The next day, get another haircut from her and she will offer the haircut styles for the gender opposite of your character.

FOUR LEAF CLOVER
A Four Leaf Clover may randomly appear with weed patches that are dug up. They can be used as a bookmark in your house or as a hair accessory.

BIRTHDAY CAKE
When it's your birthday you'll get a treat. Someone in your town will give you a Birthday Cake when the game is played on your birthday.

TRAUMA CENTRE: UNDER THE KNIFE

DS

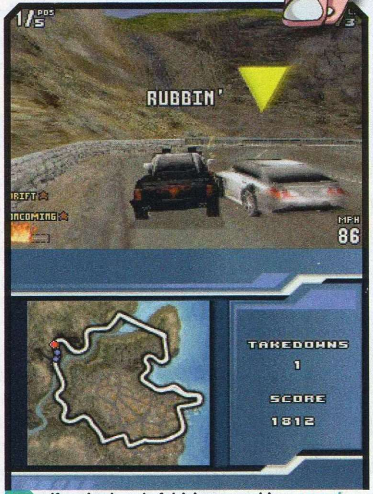
- ☑ BONUS MISSIONS

BONUS X MISSIONS
Successfully complete the game to unlock the bonus X missions in Challenge mode. Completing each X mission unlocks the next mission in the series, in the following order:
X1: Kyriaki
X2: Deftera
X3: Triti
X4: Tetarti
X5: Pempti
X6: Parakevi
X7: Savato

BURNOUT: LEGENDS DS

- ☑ UNLOCK MIRROR TRACKS
- ☑ DRIVE A FIRETRUCK
- ☑ GET ALL THE SPECIAL VEHICLES

MIRROR TRACKS
Unlock all Legend Face-Off cars to unlock Mirror mode in Single Event mode.



If you've bored of driving around in a normal car, try these tips to unlock something faster.

SPECIAL VEHICLES
Successfully complete the indicated task to unlock the corresponding vehicle:

CLASSIC HOT ROD
Get all Takedown Trophies.

EURO RACER
Get all Postcards.

GANGSTER BOSS
Get Gold medals in all Legend Face Off events.

ULTIMATE COUPE
Get all Signature Takedowns.

US RACER
Get the Gold medal in the Super GP.

WORLD RACER
Get the Gold medal in the Special GP.

WORLD TOUR MODE BONUSES
Successfully complete the indicated task to unlock the corresponding car:

COP RACER
Win a Gold medal in all Pursuit events.

FIRETRUCK
Win a Gold medal in all Crash events.

GANGSTER BOSS
Win a Gold medal in all Race events.

ICO PS2

- ☑ UNLOCK THE MACE WEAPON
- ☑ FIGHT WITH A LIGHTSABER
- ☑ PLAY TWO-PLAYER MODE

MACE WEAPON
At the top of the waterfall area, to the left of the switch you pulled is a tall tree. Swipe it with your sword until you make contact. A ball will fall from the branches. Take the ball up the stairs into the opened room and drop it. You'll notice tree arches between the two stairs going to the upper level of the room. Go to the middle arch and push on one side of it to make it revolve and reveal a secret room. Go back

You've got to earn the extras in *Ico*, but like the game, they're more than worth it.

YOUR TOP 10 TIPS

Share your top tips with us, the best one wins a game!

1. RESIDENT EVIL 4

PS2 XBOX

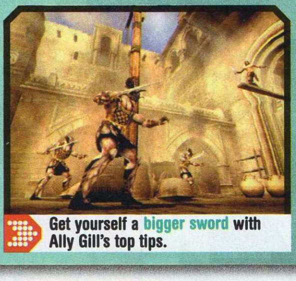
The Suplex
From the castle upwards (3-1 to end), if you shoot the Ganados or any enemy in the knee or lower, they will usually fall into a kneeling position. If so, you can go up to them and use the action button for a suplex. This will sometimes remove the heads of enemies without the Los Plagas coming out. This is helpful, especially against red monks.

James Josh, Manchester

2. PRINCE OF PERSIA: THE TWO THRONES

PS2

Alternative Boss
If you collect all life upgrades before the final battle, you will fight the Dark Prince instead of Vizier.



Get yourself a bigger sword with Ally Gill's top tips.

Infinite sand tanks
To restore all the sand slots, hold down L3 and quickly press ◎, ◎, ⊗, ⊡, ⊡, ⊗, ◬, ◬.

Unlockable weapon
If you want a King sword to use as a weapon, pause the game and press ↑, ↓, ↑, ↓, ←, →, ←, →, ◎, ⊡, ◎, ⊡

Ally Gill, via e-mail

3. VIRTUA TENNIS: WORLD TOUR PSP

At the main menu hold the left shoulder button and enter the following codes. A sound will confirm correct entry. To disable the cheat enter the code again.

Begin World Tour mode with $1,000,000:
↑, ↓, ←, ↓, ◬, ◬, ◬

Unlock Sepia mode:
↑, ↓, ←, →, ←, ←, ←

Unlock All Racquets and Clothing:
→, ←, →, →, ↑, ↑, ↑

GREATEST CHEATS EVER!

MAKE AUTOMATIC FATALITIES WITHOUT PRESSING A BUTTON

GRAND THEFT AUTO 3 (PS2)

PUBLISHER: .... ROCKSTAR
YEAR OF RELEASE 2001

GTA3 totally blew us away the first time we played it. The freedom, the size, the amount of fun it was to play. And that fun was multiplied by 10 when we discovered the cheat codes for it, particularly the All Weapons cheat. All of a sudden we could replace throwing Molotov Cocktails at people with firing grenade launchers at them.

ALL WEAPONS
While playing a game, press R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑. If you entered the code correctly, a message will appear. Repeat this code for more ammo.

and take the ball (and Yorda) to the secret room. Place the ball in the square on the ground, where the basket appears then step onto the idol pedestal. When you step onto it, the ball will fly up and land back in the basket. The mace will fly through the window.

LIGHTSABER WEAPON
Complete the game once then start another game. Follow the steps to where you get the Mace and this time you will get a lightsaber that kills Smoke Creatures in one hit. You must be holding Yorda's hand to activate it.

FINDING YORDA
When in the last level with Ico's horns cut off on the beach, go to the left following the shore of the beach to find Yorda.

SHARE A WATERMELON WITH YORDA
Ico can share a watermelon with Yorda at the very end of the game. Give Yorda one of the watermelons in the sand dunes.

TWO-PLAYER MODE
Complete the game and wait for the credits to end. Once you regain control of Ico, look for Yorda near the seashore. A save prompt will appear after the final ending. Save the game and restart to have Yorda playable using controller two and new music.

ENGLISH SUBTITLES
Complete the game and Yorda's subtitles are now in English rather than in hieroglyphics.

SHREK SUPERSLAM

PS2 XBOX CUBE

- ☑ PLAY AS CAPTAIN HOOK
- ☑ UNLOCK DONKEY
- ☑ FIGHT AS QUASIMODO

Do the following in the Mega Challenge mode to unlock the following characters:

PLAY AS ANTHRAX
Successfully complete Bonus 7

PLAY AS CAPTAIN HOOK
Successfully complete Tournament 25

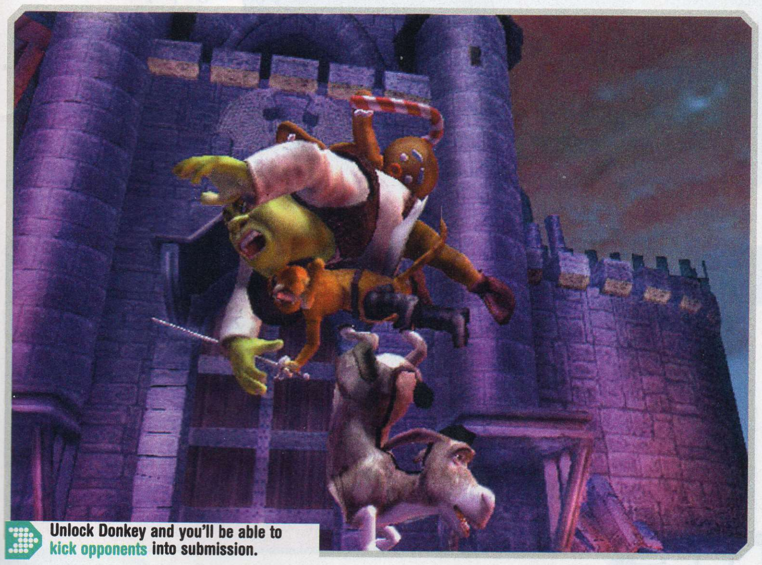
PLAY AS CYCLOPS
Successfully complete Challenges 36, 37, 38, 39, and 40

PLAY AS DONKEY
Successfully complete Tournament 7

PLAY AS G-NOME
Successfully complete Challenges 11, 12, 13, 14, and 15

PLAY AS HUFF N' PUFF WOLF
Successfully complete Tournament 20

PLAY AS HUMPTY DUMPTY
Successfully complete Bonus 4



Unlock Donkey and you'll be able to **kick opponents** into submission.

TOP 20 CHEATS

Oh cheaty cheats how we adore thee! Check out our updated UK Top 20...

01 NEED FOR SPEED: MOST WANTED
PS2 XBOX 360 PSP

ENTER IT: At the "Press Start" screen, press L, R, R, R, →, ←, →, ↓
WHAT IT DOES: Unlocks the Porsche Cayman.

02 KING KONG
PS2 XBOX CUBE

ENTER IT: PS2 At the main menu, hold L1 + R1 and press ↓, ◎, ↑, ⊡, ↓, ↓, ↑, ↑ Release L1+ R1 and a "Cheat" option will appear. Select this and enter "KKst0ry" as a code.
WHAT IT DOES: Unlocks level select.

03 FIFA 2006
PS2 XBOX 360 PSP

DO IT Edit player stats so they all read 99.
WHAT IT DOES: Makes your boys virtually unbeatable.

04 THE SIMS 2
PS2 XBOX CUBE

ENTER IT: PS2 While playing a game, press L1, R1, ↑, ⊗, R2. XBOX As above but press L, R, ↑, Ⓐ, ● CUBE As above but press L, R, R, Ⓐ, Z
WHAT IT DOES: Enables Cheat Gnome

05 PRO EVOLUTION SOCCER 5
PS2 XBOX PC PSP

DO IT: Start an international league and select only two teams to enter the league. You will only have to play two games to earn match winning points and 1,500 PES points each time you win the league.
WHAT IT DOES: Easy peasy PES points.

06 PRINCE OF PERSIA: THE TWO THRONES
PS2 XBOX CUBE PC

DO IT: PS2 Pause the game and press ↑, ↓, ↑, ↓, ←, →, ←, →, ◎, ⊡, ◎, ⊡. XBOX Pause the game and press ↑, ↓, ↑, ↓, ←, →, ←, →, Ⓨ, Ⓧ, Ⓨ, Ⓧ
WHAT IT DOES: Unlock the secret chainsaw.

07 HARRY POTTER AND THE GOBLET OF FIRE
PS2 PSP DS GBA

DO IT: Use the Wingardium Leviosa spell to transport the big block you find on the second level of the Forbidden Forest everywhere with you on the stage.
WHAT IT DOES: Levels Wingardium Leviosa spell to maximum strength quickly.

08 GRAND THEFT AUTO: LIBERTY CITY STORIES
PSP

ENTER IT: While playing a game, press ↑, ↑, ↑, △, △, ◎, L, R. If you entered the code correctly, a message will appear. **WHAT IT DOES:** All multi-player Portland, Staunton Island, and Shoreside Vale locales are unlocked.

09 SHADOW THE HEDGEHOG
PS2 XBOX PC

DO IT: Get an "A" rank in all stages.
WHAT IT DOES: Unlocks Expert mode.

10 GUN
PS2 XBOX PC 360

DO IT: When playing Texas Hold 'Em raise your bid to max. Cheat to make your hand better, and if the cheat card is a worse card, just go back to your original hand. **WHAT IT DOES:** Loads of easy money.

11 TRUE CRIME: NEW YORK CITY
PS2 XBOX

ENTER IT: PS2 At the CompStat/Map screen, hold L1 + R1 and press ◎, ⊡, ⊗, ⊡, ⊡, Triangle XBOX As above but hold L + R and press Ⓑ, Ⓧ, Ⓐ, Ⓧ, Ⓧ, Ⓨ
WHAT IT DOES: Infinite ammunition

12 WWE SMACKDOWN! VS RAW 2006
PS2

DO IT: Successfully complete the Superstar challenges.
WHAT IT DOES: Unlocks the Legend Steel Cage.

13 FOOTBALL MANAGER 2006
PC

DO IT: : Take over another rich, successful club. Transfer all their players to yours and steal their money by making them buy a poor player for their whole transfer budget!
WHAT IT DOES: Gets you loads of cash.

14 STAR WARS: BATTLEFRONT 2
PS2 XBOX PC PSP

ENTER IT: Pause the game in Story, Instant Action, or Galactic Conquest mode and press ↑, ↑, ↑, ←, ↓, ↓, ↓, ←, ↑, ↑, ↑, ←, →.
WHAT IT DOES: Give you invincibility.

15 BUZZ! THE MUSIC QUIZ
PS2

DO IT: Press your buzzer button repeatedly in between rounds.
WHAT IT DOES: The quiz master will make a different comment every time you do it.

16 TIGER WOODS PGA TOUR 06
PS2 360 PSP

ENTER IT: Type 'ITSINTHEHOLE' as a case-sensitive code. **WHAT IT DOES:** Unlocks all courses.

17 CALL OF DUTY 2: BIG RED ONE
PS2 XBOX CUBE

DO IT: Keep moving forward to cover when you are not under fire.
WHAT IT DOES: If you don't, enemies will sometimes just keep on coming.

18 CALL OF DUTY 2
PC 360

ENTER IT: Press ~ to display the console window, then enter 'developer 1' as a command to enable cheat mode. The 'Load' button will now appear.
WHAT IT DOES: Mission Select.

19 CRAZY FROG RACER
PS2 PC GBA

ENTER IT: At the main menu or character select screen, press R1 + L1 then ◎, ◎, ⊡. A noise plays it entered correctly.
WHAT IT DOES: Unlocks all characters.

20 TONY HAWK'S AMERICAN WASTELAND
PS2 XBOX CUBE 360

ENTER IT: Enter 'the_condor' as a code or complete Classic mode on the Hard or Sick difficulty setting
WHAT IT DOES: Unlocks BMX legend Mat Hoffman.

Unlock All Stadiums:
↑, ↓, ←, →, ⊡, ⊡, ⊡
Connor Lundy, via email

4. NINTENDOGS DS

Unlock a Dalmation
Find a red fireman's helmet on a walk.

Unlock a Jack Russell
Find a Jack Russell book on a walk.

Unlimited walks
Walk around picking up the ?'s then visit a park before returning home. At the park go into accessories and change your dogs collar. The game will then automatically save. Turn the power off then back on and you'll have the items you found and still be able to go on a walk.
Alex Jenkins, via email

5. MARIO KART DS DS

When in first place, try to stay as close to the second-placer as possible. Pay close attention to the bottom screen and look out for somebody with a blue shell. Let the second-placer just pass you. The stupid fool will get hit by the shell and you are free to reach the finish line! Victory is yours!
Garrick Clark, Oakham

PLAY AS LUNA
Successfully complete Challenges 26, 27, 28, 29, and 30.

PLAY AS QUASIMODO
Successfully complete Tournament 3.

PLAY AS ROBIN HOOD
Successfully complete Tournament 13.

URBAN REIGN PS2

- ☑ NEW CHARACTERS
- ☑ BONUS MODES
- ☑ UNLOCK TEKKEN 5 CHARACTERS

UNLOCKABLES

CHALLENGE MODE AND FREE MODE
Successfully complete the game.

MUSHIN-KAI AND TIN JIAO
Successfully complete Mission 99 in Story mode.

OUTLAWS, SHADOW PLATOON, BAIN, AND COOPER
Successfully complete Mission 70 in Story mode.

PARK
Successfully complete Mission 60 in Story mode.

WESTSIDE GYM, ZAPS, AND KG
Successfully complete Mission 30 in Story mode.

PLAY AS ALEX
Successfully complete Mission 67 in Story mode.

PLAY AS BORDIN
Successfully complete all Chapter missions in Free mode with an "S" rank.

PLAY AS CHRIS
Successfully complete Mission 46 in Story mode.

PLAY AS GOLEM
Successfully complete all Chapter 3 missions in Free mode with a "B" or greater rank.

Spoiler!

Get a mirror to decipher this devilishy clever spoiler.

PHOENIX WRIGHT: ACE ATTORNEY

After you've proved Chief of Police Damon Gant is the real killer, Lana is cleared of the murder charge. Phew! Tormented Miles Edgeworth reveals his decision to resign, but Lana tells him that he isn't alone. Even if he doesn't realise it, Phoenix is his buddy! To prove it, pair up your half of the evidence with his and watch the male sentimentality flow – sniff. Roll on Phoenix Wright 2!

PLAY AS KELLY
Successfully complete all Chapter 1 missions in Free mode with a "B" or greater rank.

PLAY AS LILIAN
Successfully complete all Chapter 1 missions in Free mode with a "B" or greater rank.

PLAY AS LING FONG
Successfully complete all Chapter 3 missions in Free mode with a "B" or greater rank.

PLAY AS MARSHALL LAW FROM TEKKEN 5
Successfully complete one stage of Free mode.

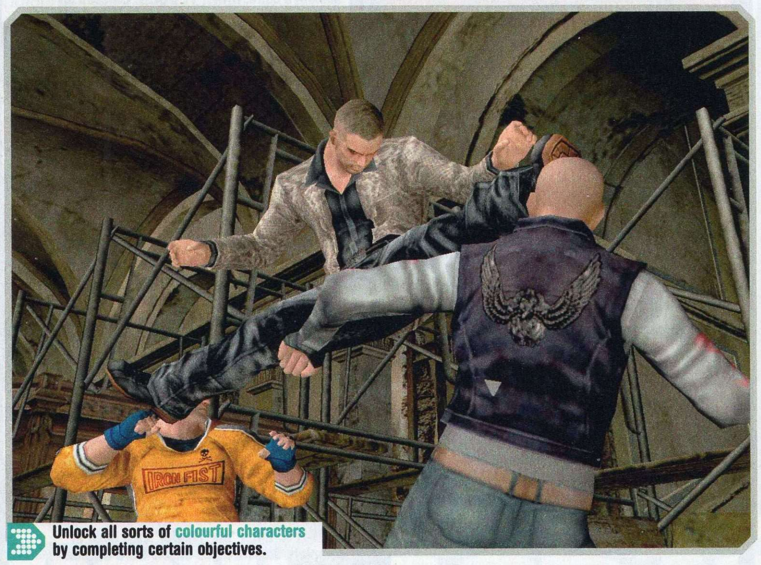
PLAY AS MCKINZIE
Successfully complete all Chapter 2 missions in Free mode with a "B" or greater rank.

PLAY AS NAPALM99
Successfully complete all Chapter 2 missions in Free mode with a "B" or greater rank.

PLAY AS PAUL PHOENIX FROM TEKKEN 5
Successfully complete Challenge mode.

PLAY AS SHINKAI
Successfully complete all Chapter missions in Free mode with an "A" rank.

PLAY AS VERA ROSS
Successfully complete all Chapter 1 missions in Free mode with a "B" or greater rank.



Unlock all sorts of colourful characters by completing certain objectives.

SOCOM: US NAVY SEALS FIRETEAM BRAVO PSP

- ☑ NEW WEAPONS
- ☑ BONUS MULTI-PLAYER SKINS

To unlock these extras complete the following in the PS2 game *SOCOM 3: US Navy SEALs* then use the UBC cable to link the two.

9MM SMG SINGLE-PLAYER WEAPON
Successfully complete the North Africa missions on the Ensign or higher difficulty setting.

STG 77 SINGLE-PLAYER WEAPON
Successfully complete the Poland missions on the Ensign or higher difficulty setting.

ZK25 BURST SINGLE-PLAYER WEAPON
Successfully complete the South Asia missions on the Ensign or higher difficulty setting.

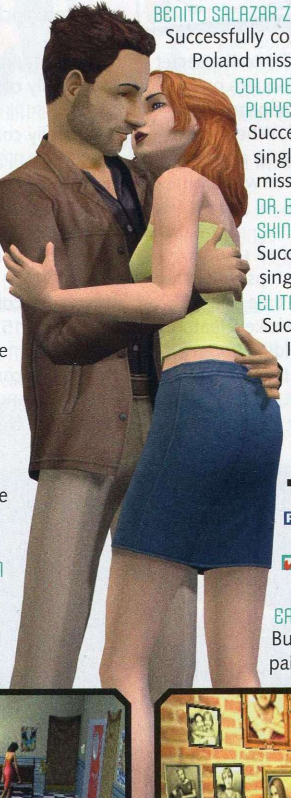
BENITO SALAZAR ZAYAS MULTI-PLAYER SKIN
Successfully complete the single-player Poland missions.

COLONEL AL-KAMIL SARWAT MULTI-PLAYER SKIN
Successfully complete the single-player South Africa missions.

DR. BASIA MIRONOVA MULTI-PLAYER SKIN
Successfully complete the single player Poland missions.

ELITE SEAL MULTI-PLAYER SKIN
Successfully complete all Instant Action missions.

GAMAL IMAD MULTI-PLAYER SKIN
Successfully complete the single player Asia missions.



THE SIMS 2 PSP

- ☑ MAKE CASH QUICK

EASY MONEY
Build up your Creativity, then paint and sell paintings.

Make some easy money then go and blow it all on food and clothes. Just like real life.

CREATE-A-SI
1
2
3
4
Back

One of the best parts of *The Sims* is making a character that looks like you. Argh – or not.

THE HARDEST GAMES IN THE WORLD

SUPER MARIO SUNSHINE CUBE

PUBLISHER: .... NINTENDO
YEAR OF RELEASE 2002

It's not the hardest game we've ever played but for a couple of reasons – mainly because the hose isn't immediately easy to use and we were a bit sceptical of the whole hose thing anyway – we struggled through most of *Mario Sunshine*. As ever with Nintendo, you won't find any invincibility cheats, just a few sort of useful tips and some unlockables.

AVOID LOSING HEALTH WHEN FALLING
When falling from high places, press L to do a Ground Pound. This will make you fall very fast and not lose health.

YOUR TOP 10 TIPS

6. ROCKY LEGENDS

CUBE

To easily win, simply get fairly near your opponent and hold the joystick down and repeatedly press B. Your opponent can't react fast enough to hit you back and will go down in no time. I pity the fool!

Jake Owen, Huddersfield

7. GRAND THEFT AUTO: LIBERTY CITY STORIES

PSP

Begin JD O' Tooles 'Calm Before The Storm' mission and follow the chopper until it lands on the building. Use a PCJ-600 bike to get up the stairs so you don't touch the yellow marker and simply get in and fly the chopper.

Kevin Joyce, Ireland

8. STUBBS THE ZOMBIE IN REBEL WITHOUT A PULSE XBOX

Random message
Enter ".fortune" as a profile name. As soon as you enter the last letter of the name, a random message will appear. Every time you enter this name, you will get a different message.

Jake Howlett, via email

Some light relief from the gruesome brain eating you do in this game.

9. KING KONG

PS2 XBOX CUBE PC

Old Movie Filter option
Get a 15% game completion to unlock the Old Movie Filter option.

High Contrast Filter option
Get a 100% game completion to unlock the High Contrast Filter option.

Horizontal Flip option
Get a 100% game completion and obtain the correct online code for your

Grrr – this is the bit where we had to look away in the cinema.

When your Creativity is all the way up you will earn 500 Simoleons for each painting.

KING KONG PSP

☑ UNLOCK INVINCIBILITY
☑ GET UNLIMITED SPEARS
☑ FULL AMMO

CHEAT MODE
At the main menu, hold L + R and press ↓, ◎, ↑, ▣, ↓, ↓, ↑, ↑. Release L + R and a "Cheat" option will appear at the main menu. Select the "Cheat" option, then enter one of the following case-sensitive codes to activate the corresponding cheat function. The codes have no effect when playing as King Kong.

LEVEL SELECT
"KKst0ry"

INVINCIBILITY
"8wonder"

ONE-HIT KILLS
"GrosBras"

FULL AMMUNITION
"KK 999 mun"

INFINITE SPEARS
"lance 1nf"

GET REVOLVER
"KKtigun"

GET SHOTGUN
"KKsh0tgun"

GET MACHINE GUN
"KKcapone"

Infinite spears means infinite fun spearing the veggie dinosaurs as they graze.

GET SNIPER RIFLE
"KKsn1per"

BONUSES COMPLETED
"KKmuseum"

X3: REUNION PC

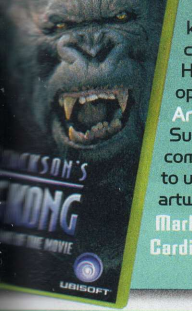
☑ UNLOCK SCRIPT EDITOR

SCRIPT EDITOR
Enter "Thereshallbewings" as a case-sensitive pilot name.

Unlock yourself the script editor and the universe is your oyster.

WE WANT YOUR TIPS!

We want your best tips and secrets for any game. Make sure they're cool things you've discovered and email them to gamesmastertips@futurenet.co.uk or by post to My Top Ten Tips, GamesMaster, 30 Monmouth Street, Bath BA1 2BW. The best tip every month gets a free game.



particular game at www.kingkonggame.com to unlock the Horizontal Flip option.

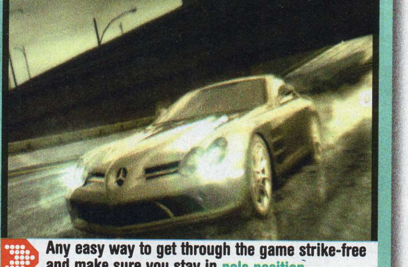
Artwork gallery
Successfully complete the game to unlock the artwork gallery.

Mark Roberts, Cardiff

10. NEED FOR SPEED: MOST WANTED 360

Avoid and remove strikes
After getting busted and taking a strike, turn off the system the next time you get pulled over. Resume the game and those strikes will be removed.

Tony Tucker, via email



Any easy way to get through the game strike-free and make sure you stay in pole position.

CONSOLETATION ZONE

GM – coming to the aid of stuck gamers since 1993!

SPHINX AND THE CURSED MUMMY PS2 XBOX CUBE

Dear *GamesMaster*,
I'm stuck on Sphinx And The Cursed Mummy where you have to light five torches around the Sarcophagus. Please can you tell me how to do it? Thank you.

Pernandes, Eastbourne

This is a nightmare of a puzzle. Light one torch and it fires out two projectiles, lighting any unlit torches but extinguishing any lit ones. The easiest way to complete this puzzle is to light any one light, then light the torch two spaces to the right of that one, then light the one next to that one. It might take a couple of attempts but you'll get there in the end. Hopefully.

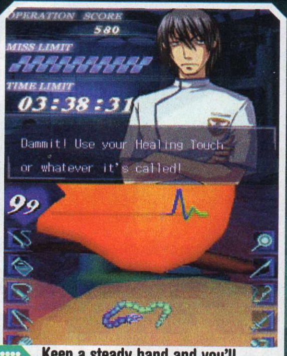
You'll need to set fire to the mummy quite a few times before you get this one right – he doesn't mind. Honest.

TRAUMA CENTRE: UNDER THE KNIFE DS

Dear *GM*,
I'm super stuck on what I think is the last level in *Trauma Centre*, Death Awaits All. I get to the bit where I'm given the serum to inject Savato with but it keeps lacerating the patient and his vitals just plummet before I get chance, even using the Healing Touch. What can I do?

Ricky Woolborne, West Yorks.

Once you get to that stage, keep using the laser on Savato until it stops moving then use the scalpel on it. Then you can inject the serum. Don't use the Healing Touch just yet and keep using the stabilising injection. The Healing Touch will activate automatically now and Savato will go crazy and make lots of lacerations. If you try to inject more serum or use the laser it'll dodge them. Now's the time to use the Healing Touch – time will stop completely and so will Savato. Inject the serum into it again. At last, the lacerations will heal, vitals will go up and Savato will explode. Now you just have to close up the patient – probably quickly because the time limit is really tight in this level and you definitely don't want to run out of time after all that...



Dammit! Use your Healing Touch, or whatever it's called!

Keep a steady hand and you'll complete the final op eventually.

GOT A PROBLEM? STUCK IN A GAME?
WE CAN HELP! EMAIL IT TO US AT GAMESMASTERTIPS@FUTURENET.CO.UK, SUBJECT CONSOLETATION OR WRITE TO CONSOLETATION ZONE, GAMESMASTER, 30 MONMOUTH STREET, BATH. BA1 2BW. IF WE CAN'T HELP – YOU'VE HAD IT!

GM'S TOP 5 MOST WANTED TIPS

01: DEAD OR ALIVE 4
Have you unlocked any extra characters? Let us know...

02: BLACK
In between the constant spraying of bullets there must be secrets knocking about.

03: FIFA STREET 2
Have you found any cool tricks or strategies you want to share with the world?

04: STUBBS THE ZOMBIE
Punchbowl is a big old city – what secrets have you found in between eating brains?

05: THE RUB RABBITS!
It's cute and quirky and there are loads of things to unlock. Let us know what you've managed to unlock and how you did it.

TIPSTER
Nathan Irvine

TIME TO COMPLETE
Ten hours if you use the menu to skip to races and challenges rather than driving to them.

BEST BIT
It's a toss up between knocking a giant doughnut sign into the pursuing police cars or blunting Razor's reign at the top of the Blacklist.

HARDEST BIT
Trying to outrun the super quick Corvette police cars is difficult. But avoiding the supercharged SUV is like hell on toast.

WHERE ARE YOU STUCK?

I'm struggling to get past the mobile road blocks. How do I do it?
As soon as you see the cop cars forming into their block formation up ahead, hit the nitro to burst past them. You can also bully them into oncoming traffic.

I don't seem to be able to find any shortcuts.
Keep an eye on your map in the bottom left. When you see a road displayed in grey this is usually a shortcut, so head in that direction.

I want a cheat to unlock every car because I'm lazy.
Well there isn't one.
So there.

KNOW HOW TO...

Tune your car perfectly and race to the top of the Blacklist

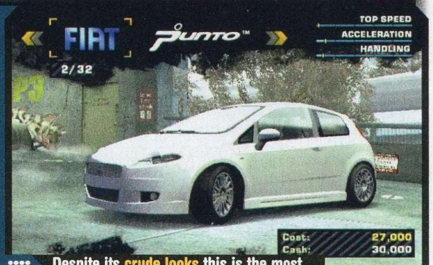
NEED FOR SPEED™
MOST WANTED

STARTING YOUR CAREER

There might only be three choices of car to choose from in the beginning, but picking the right one will serve you well for the rest of your career.

FIAT PUNTO - COST: $27,000

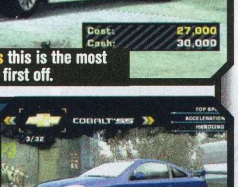
Okay, so it looks like your average family hatchback, but it just so happens to be the most balanced motor to kick off your Blacklist career. It's fairly quick and sturdy, plus the front-wheel drive means that cornering is relatively simple. The Fiat Punto should *definitely* be your first purchase.
It's worth noting that it looks stunning when it's fitted with the right kit and spoilers. It's certainly a far cry from your standard boringness of most starter cars.


FIAT
Punto™
2/32
TOP SPEED
ACCELERATION
HANDLING
Cost:
27,000
Cash:
30,000

Despite its crude looks this is the most balanced car to go for first off.

2ND CHEVROLET COBALT SS - COST: $26,000

The Cobalt SS is a close second to the Punto. It may look more stylish than the other three cars in this section but it doesn't handle quite as well. But at a full $1,000 cheaper, this Chevrolet allows you to add some extra cash for your performance upgrade. You could even use the money to brighten up this mundane ride if you like.


COBALT SS
3/32
ACCELERATION
HANDLING
Cost:
Cash:
6,000
Exit
Buy Car
Showcase

3RD LEXUS IS 300

Not only does this Lexus look like your dad's car, it also drives on its rear wheels – making cornering tricky. Arguably, the IS 300 can fit a little more power under the bonnet when being upgraded. But its lethargic acceleration means you'll be trailing the pack before the first bend. Which isn't exactly ideal for a car priced equally to the nippier Punto.

IS 300
1/32
ACCELERATION
HANDLING
Cost:
Cash:
27,000
6,000
Exit
Buy Car
Showcase

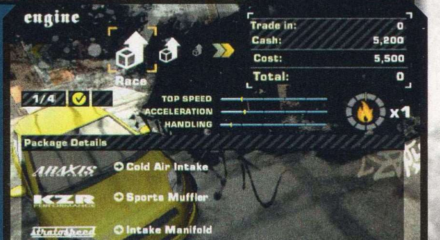
PERFORMANCE PARTS

Tuning your car will help to win races. So as soon as you get some cash, head over to the performance shops and pick up these packages first.

EXHAUST AND ENGINE PACKAGES

These are essential for increasing your acceleration and top speed. Don't be vain about your ride. Whenever you get more cash, spend it on performance rather than looks.

PRO PACKAGE	SUPER PRO PACKAGE	ULTIMATE PACKAGE
Forged Pistons Racing throttle body Racing crankshaft	Racing valves Cat-Black Exhaust Replace headers	Racing pistons High-flow fuel injectors high-capacity oil cooler


engine
Race
1/4
Trade in:
0
Cash:
5,200
Cost:
5,500
Total:
0
TOP SPEED
ACCELERATION
HANDLING
x1
Package Details
AEMXIS
Cold Air Intake
KZR
Sports Muffler
Stratospeed
Intake Manifold

The indicators let you know how much power you're attaching to your vehicle.

TRANSMISSION PACKAGES

Again, these are used to spice up your speed. Fitting fly-wheels and racing transmission will create smoother gear changes to hit maximum speed quickly.

RACE PACKAGE	PRO PACKAGE	SUPER PRO PACKAGE	ULTIMATE PACKAGE
short throw shifter lightweight flywheel racing transmission	upgraded differential high-pic clutch	limited slip differential	racing clutch racing flywheel

ransmission
Race
1/4
Trade in:
Cash:
5,200
Cost:
4,800
Total:
0
TOP SPEED
ACCELERATION
HANDLING
x1
Package Details
KZR
Short Throw Shifter
Lightweight Flywheel
Racing Transmission
Back
Add To Cart
View Cart

NITROUS PACKAGES

The mother of all performance tweaks. Thanks to a temporary burst of extreme speed, nitrous is ideal for catching up with the cars in front or leaving them behind you to eat your dust.

RACE PACKAGE	PRO PACKAGE	SUPER PRO PACKAGE	ULTIMATE PACKAGE
N/A	dry shot of nitrous	wet shot of nitrous	Direct port nitrous

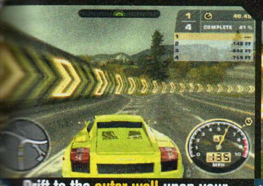
itrous
Pro
1/3
Trade in:
Cash:
5,200
Cost:
4,800
Total:
0
TOP SPEED
ACCELERATION
HANDLING
x1
Package Details
NX
Dry Shot of Nitrous
Back
Add To Cart
View Cart

DRIVING TIPS

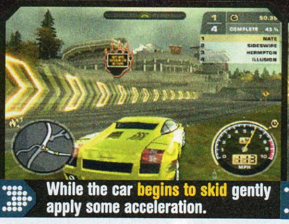
You know that braking in a straight line helps to navigate corners. But we're going to show you how to get in and out of bends, especially the tricky hairpin ones, in the quickest and safest way.

HAIRPINS

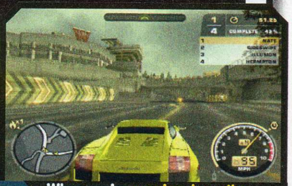
These corners are by and large the most difficult to judge. You don't want to slow down too much, but then again, you don't want to slam into the wall at full speed. If you hug the outside wall for the turn then cut across onto the straight you'll nail it every time. Simple.



Drift to the outer wall upon your approach and lay off the gas.



While the car begins to skid gently apply some acceleration.



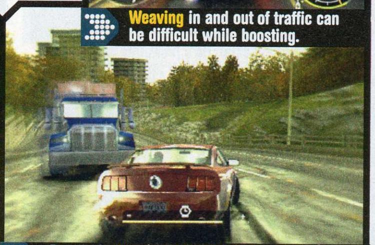
When you're gunning down the straight, fly out of the corner.

NITRO

You should always use your nitro boost sparingly. There's no point hitting the nitro when you're heading into a corner is there? So be sure to blast off when you're on a long straight to make full use of it.

Weaving in and out of traffic can be difficult while boosting.

Hitting the speedbreaker if you approach a corner is likely to make you get round safely.



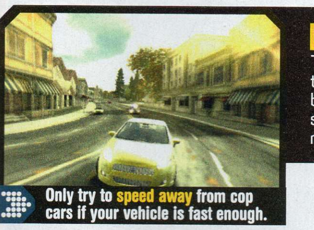
Due to the increased handling in speedbreakers, evading oncoming traffic is a piece of cake.

SPEED BREAKER

This can be used in a couple of ways. You can either slow down time to avoid an oncoming vehicle, or you can use it to glide round corners when you haven't got enough time to brake properly.

DODGE THE POLICE

Those pesky cops are always going to try and spoil your fun, but it is possible to get them off your tail. Here's how...



Only try to speed away from cop cars if your vehicle is fast enough.

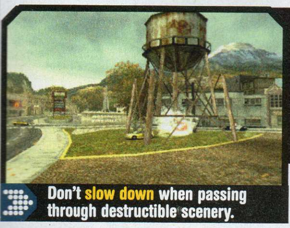
OUT RUN

The chances are your car will be quicker than the police vehicles, so there shouldn't be a problem to sprint away from them. Even simple tactics like hitting the handbrake and making a sharp turn will shake them off.

RAM

With the exception of the SUV police cars, most cop cars can be bullied off the road by side-swiping them into on-coming traffic. If you try to smash into too many, they could box you in and bust you.

Be aggressive. Ramming a police car can knock them off your trail.



Don't slow down when passing through destructible scenery.

BLOCK

As soon as the police give chase, several red triangles appear on your map. These signify Pursuit Breakers which are areas of the environment that can be knocked down in order to block a chasing unit.

HIDE

There's no shame in hiding. Once you're out of sight, you'll be presented with blue circles marking places to hide. So long as you're not seen ducking into these hiding spots, your heat will cool down quickly.

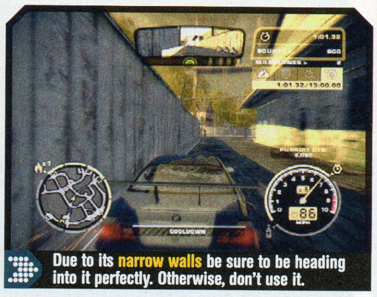
Hiding places will have two routes out of them, so check the exits.

ESSENTIAL SHORTCUTS

Every great racer needs a helping hand every now and again to give you the upper hand. There's plenty of sneaky and invaluable shortcuts in *Need For Speed Most Wanted* to enhance your chances of victory and keep you ahead of the pack. Here's a selection of the ones that'll really help you out...

THE ALLEY

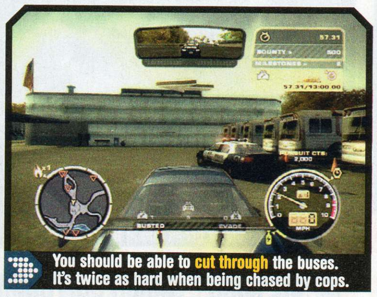
At the Northern point of Rosewood there's an alley which crops up a lot during big races. It trims a corner off Hickley Field northbound, then turn east and south past the college.



Due to its narrow walls be sure to be heading into it perfectly. Otherwise, don't use it.

THE TRUCK DEPOT

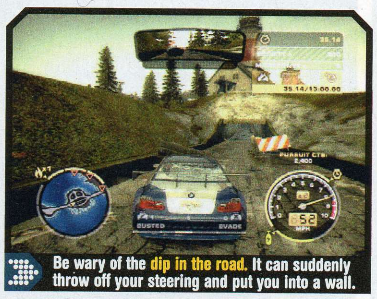
It's worth noting that although this trailer-filled park may look like an easy route near the bus station, it's actually a lot more difficult than taking the long way around. That's because you've got to weave between the trucks.



You should be able to cut through the buses. It's twice as hard when being chased by cops.

THE LIGHTHOUSE

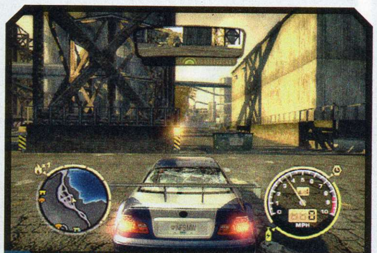
There's a narrow passage under the lighthouse, which is situated on the island at the south of Camden Beach. This is a great shortcut to get the jump on your rivals.



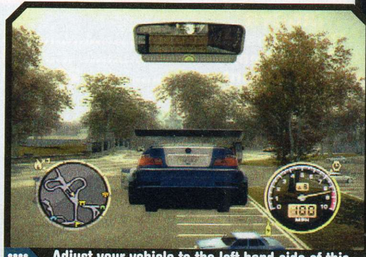
Be wary of the dip in the road. It can suddenly throw off your steering and put you into a wall.

THE DOCKS

Down by the port in Rockport you'll come across this little shortcut. There are quite a few races that come through this way, so try and use it as much as possible.



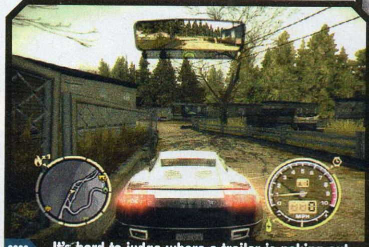
A skip blocks the entrance, but if you're going over 90mph you'll be able to smash it.



Adjust your vehicle to the left hand side of this shortcut to avoid crashing into the parked cars.

THE PRISON

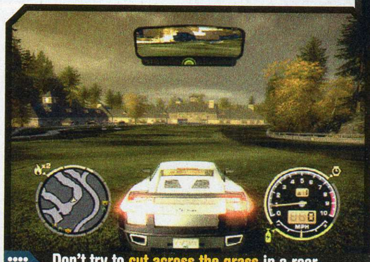
East of the set of twin towers – north of the lighthouse – lies the prison. If you're racing downhill towards it (west to east), you can leap through it and cut a chunk of track in the process.



It's hard to judge where a trailer is poking out here because of furniture scattered about.

THE TRAILER PARK

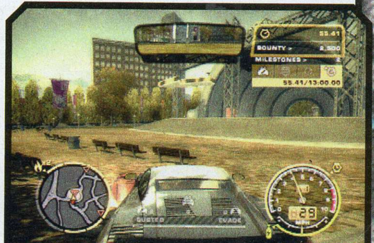
In North-West Gray Point you'll find a patch of land laden with mobile homes. Although not all races in this area allow you to take this shortcut, you should definitely take it when the opportunity arises – watch out for the debris the trailer trash have left.



Don't try to cut across the grass in a rear-wheel drive car. Stick to the AWD's instead.

THE RIVERFRONT STADIUM

There's only one race that will take you through the actual American Football field, but it's obviously the difference between blazing in first or trailing in last.



It's a tight squeeze but it is possible to leap through the back of this outdoor theatre.

THE AMPHITHEATRE

This open theatre in the western area of Downtown slices a shortcut for you to follow, and it also provides a safe route through to the massive jump onto Highway 201

DEFEAT THE 15 BLACKLIST BOSSES

It's time work your way through the list. To win your rival's car, you need to select the question mark signs at the end of the race. Their pink slip could be in there.

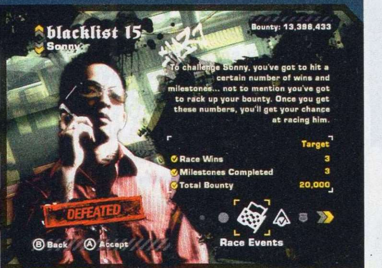
#15: SONNY - GOLF GTI

TARGETS

Race wins:.. 3
Milestones:.. 3
Police Bounty:........................ 20,000

How to Win

The three races here are simple and shouldn't cause you much bother – they're a good warm up for the later, more challenging, races.
Just hook your motor up with at least the transmission or engine package and you'll be able to take Sonny's Golf from him with ease.


blacklist 15
Sonny
Bounty: 13,398,433
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

To challenge Sonny, you've got to hit a certain number of wins and milestones... not to mention you've got to rack up your bounty. Once you get these numbers, you'll get your chance at racing him.

	Target
✓ Race Wins	3
✓ Milestones Completed	3
✓ Total Bounty	20,000

He may look smooth, but Sonny's driving is erratic. Yon won't have much trouble with him.

blacklist 15
Back
Rotate
Zoom Out
Zoom In

The Golf GTi that he races with can be matched easily with any of the starter cars.

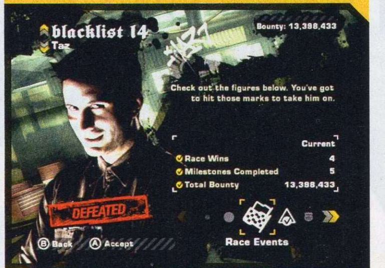
#14: TAZ - LEXUS IS 300

TARGETS

Race wins:..4
Milestones:..3
Police Bounty:........................ 50,000

How to Win

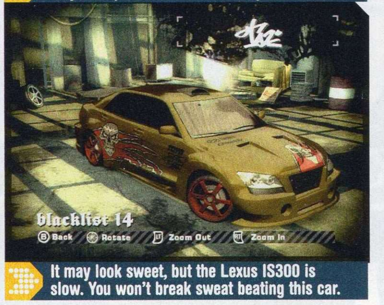
Again, these races are simple as long as your car is equipped with a standard performance package, so make sure you've bought that first.
Taz's Lexus IS300 is slow, so if you win it once you've beat him, it's probably best to sell it for cash and buy a speedier motor.


blacklist 14
Taz
Bounty: 13,398,433
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

Check out the figures below. You've got to hit those marks to take him on.

	Current
✓ Race Wins	4
✓ Milestones Completed	5
✓ Total Bounty	13,398,433

Taz and the cops don't mix which means they'll frequent chase the races you have.


blacklist 14
Back
Rotate
Zoom Out
Zoom In

It may look sweet, but the Lexus IS300 is slow. You won't break sweat beating this car.

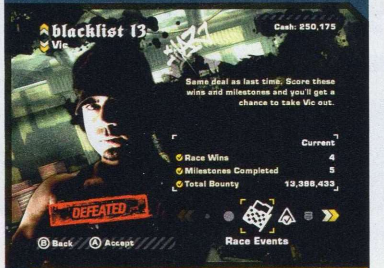
#13: VIC - TOYOTA SUPRA

TARGETS

Race wins:..4
Milestones:..3
Police Bounty:......................100,000

How to Win

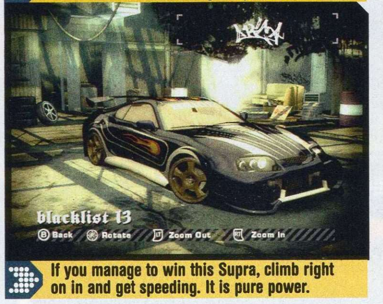
Your racing challenge has just stepped up a gear – literally. Vic's Supra is really quick, but there is a chink in his armour – but he's not too good at handling it. Take advantage of that and the race is yours.
It's well worth using your three chances on the bonus markers to try and win his ride, because it'll make a nice wad of cash if you win it.


blacklist 13
Vic
Cash: 250,175
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

Same deal as last time. Score these wins and milestones and you'll get a chance to take Vic out.

	Current
✓ Race Wins	4
✓ Milestones Completed	5
✓ Total Bounty	13,398,433

He's nothing special. He's just quite dangerous on the road and will cut you up often.


blacklist 13
Back
Rotate
Zoom Out
Zoom In

If you manage to win this Supra, climb right on in and get speeding. It is pure power.

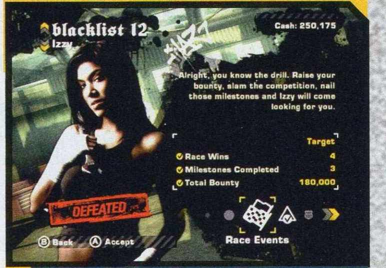
#12: IZZY - MAZDA RX8

TARGETS

Race wins:..4
Milestones:..3
Police Bounty:......................180,000

How to Win

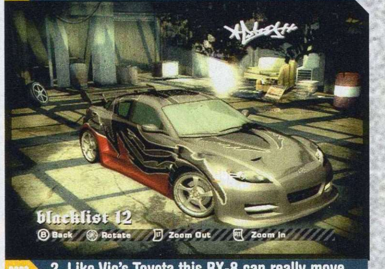
You'll now be racing through Camden Beach, and you've got four races to win. Use the free-roam mode to familiarise yourself with the area before you challenge Izzy – she's a bit more difficult to beat.
Her RX8 is slightly quicker than Vic's Supra but if you win them both, sell one to make a tidy profit.


blacklist 12
Izzy
Cash: 250,175
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

Alright, you know the drill. Raise your bounty, slam the competition, nail those milestones and Izzy will come looking for you.

	Target
✓ Race Wins	4
✓ Milestones Completed	3
✓ Total Bounty	180,000

Izzy's good at Lap Knockout Races so make sure you're rolling in at least a Supra.


blacklist 12
Back
Rotate
Zoom Out
Zoom In

2. Like Vic's Toyota this RX-8 can really move. This is a really good addition to your garage.

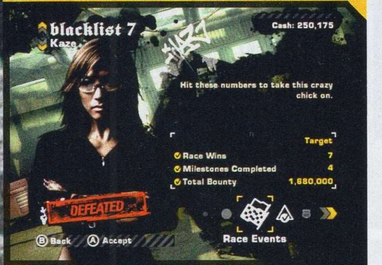
#7: KAZE - MERC CLK 500

TARGETS

Race wins:..7
Milestones:..4
Police Bounty:..............1,680,000

How to Win

Don't even think about taking on Kaze until you've tuned the Porsche Cayman, RX-8 or the Pontiac GTO. There's too much power in the Mercedes CLK to compete with anything less – but it's worth putting the effort in because her car is speedy.


blacklist 7
Kaze
Cash: 250,175
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

Hit these numbers to take this crazy chick on.

	Target
✓ Race Wins	7
✓ Milestones Completed	4
✓ Total Bounty	1,680,000

As her name suggest, she's not opposed to ramming you off the road. So watch out.

blacklist 1
Back
Rotate
Zoom Out
Zoom In

The CLK 500 is rapid. But if you've already got a Porsche don't bother trying to win this.

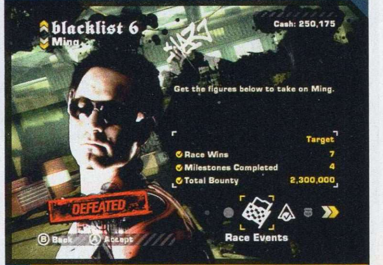
#6: MING - LAMBO GALLARDO

TARGETS

Race wins:..7
Milestones:..4
Police Bounty:.............. 2,300,000

How to Win

Ming's Lambo is fast like lightning and nothing except a full tuned Porsche will blow him away with ease. If you got a Lamborghini by this point then you should try and buy one. Then you should try and win his car too, the Gallardo is a beautiful beast of a car.


blacklist 6
Ming
Cash: 250,175
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

Get the figures below to take on Ming.

	Target
✓ Race Wins	7
✓ Milestones Completed	4
✓ Total Bounty	2,300,000

The King of Speed Trap challenges is all about leaving you behind on the straights.

blacklist 6
Back
Rotate
Zoom Out
Zoom In

What a car! You'll be knocked back by how quick it can go. It's definitely worth having.

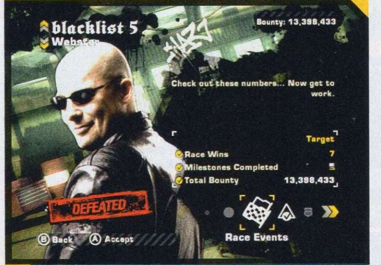
#5: WEBSTER - CORVETTE C6

TARGETS

Race wins:..7
Milestones:..4
Police Bounty:.............. 3,050,000

How to Win

Hopefully you'll have already won Ming's Gallardo by this point.
But don't use the Corvette C6 to hit milestones and win races – you'll only raise the Heat level on this car and it'll be harder to race Webster, as you'll constantly have the cops on your tail.


blacklist 5
Webster
Bounty: 13,398,433
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

Check out these numbers... Now get to work.

	Target
✓ Race Wins	7
✓ Milestones Completed	5
✓ Total Bounty	13,398,433

He strips his car down to make it even quicker and at top speed Webster can really shift.

blacklist 5
Back
Rotate
Zoom Out
Zoom In

The cops like to use these later in the game, so it's worth having one to blow them away.

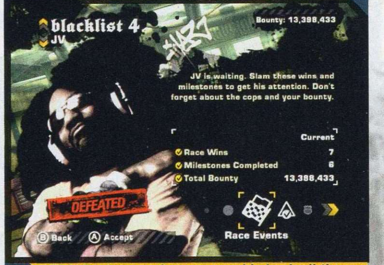
#4: JV - DODGE VIPER SRT

TARGETS

Race wins:..7
Milestones:..5
Police Bounty:.............. 4,050,000

How to Win

You've just got to try and win this car. The Viper is already packed with upgrades that aren't even available in the game yet. You need to be wary of the tractor in the drag race, too. Dodging right and sliding underneath the trailer should suffice.


blacklist 4
JV
Bounty: 13,398,433
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

JV is waiting. Slam these wins and milestones to get his attention. Don't forget about the cops and your bounty.

	Current
✓ Race Wins	7
✓ Milestones Completed	6
✓ Total Bounty	13,398,433

This Rasta racer has cops on his back all the time during races. So be on the lookout.

blacklist 4
Back
Rotate
Zoom Out
Zoom In

When it comes to style and speed this Viper has it all. Try to add this to your fleet for sure.

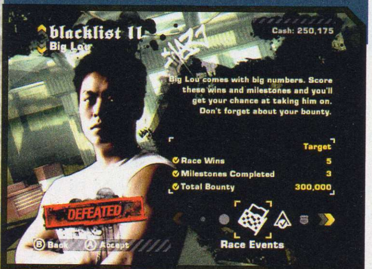
#11: BIG LOU - MITSUBISHI ECLIPSE

TARGETS

Race wins:..............................5
Milestones:..............................3
Police Bounty:................300,000

How to Win

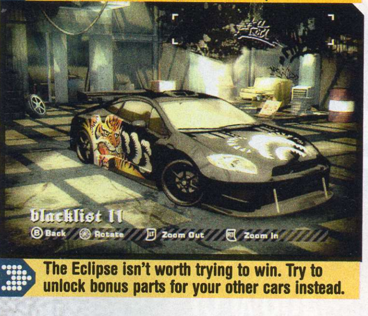
Your biggest challenge will be the Toll Booth races – without a doubt. You'll need to be right on the money to beat Big Lou. He's quick, but again he's not clever so try to beat him in and out of corners. You should think about selling your first car by now to upgrade the Supra or RX8.


blacklist 11
Big Lou
Cash: 250,175
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

Big Lou comes with big numbers. Score these wins and milestones and you'll get your chance at taking him on. Don't forget about your bounty.

Target
Race Wins 5
Milestones Completed 3
Total Bounty 300,000

Cops seem to phase this fella, so expect some dodgy driving if the police show up.


blacklist 11
Ⓑ Back
Rotate
Zoom Out
Zoom In

The Eclipse isn't worth trying to win. Try to unlock bonus parts for your other cars instead.

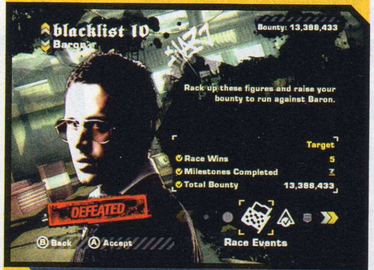
#10: BARON - PORSCHE CAYMAN

TARGETS

Race wins:..............................5
Milestones:..............................4
Police Bounty:................400,000

How to Win

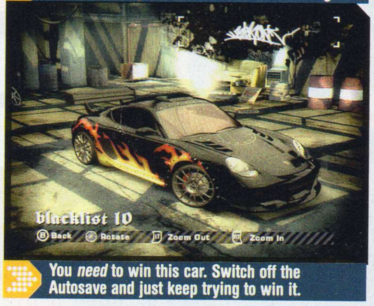
What a car. The Porsche Cayman is – when fully souped up – able to keep up with any other car in the game. Which makes it very desirable. It might be cheating, but you should turn off 'Autosave' so if you don't win his ride in the bonus markers game, you can comeback and try again.


blacklist 10
Baron
Bounty: 13,388,433
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

Rack up these figures and raise your bounty to run against Baron.

Target
Race Wins 5
Milestones Completed 7
Total Bounty 13,388,433

This rich guy thinks his Porsche can outmuscle any modified car. Erm... he's right.


blacklist 10
Ⓑ Back
Rotate
Zoom Out
Zoom In

You *need* to win this car. Switch off the Autosave and just keep trying to win it.

#9: EARL - MITSUBISHI LANCER

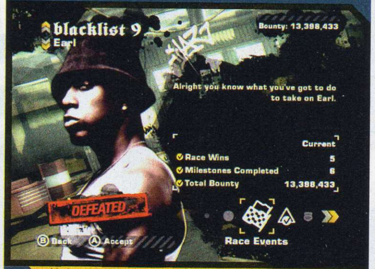
TARGETS

Race wins:..............................5
Milestones:..............................4
Police Bounty:................790,000

How to Win

You might find it more difficult to raise your Bounty or execute milestones by now. But if you managed to nab the Porsche Cayman, you'll have no problem with the actual races.

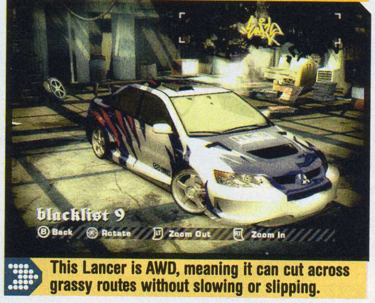
Try to win this Lancer Evo III because you'll find it essential for later pursuits, if you can beat Earl, that is.


blacklist 9
Earl
Bounty: 13,388,433
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

Alright you know what you've got to do to take on Earl.

Current
Race Wins 5
Milestones Completed 6
Total Bounty 13,388,433

He's a whiz at sprint races so make sure you're riding in something quick off the mark.


blacklist 9
Ⓑ Back
Rotate
Zoom Out
Zoom In

This Lancer is AWD, meaning it can cut across grassy routes without slowing or slipping.

#8: JEWELS - FORD MUSTANG

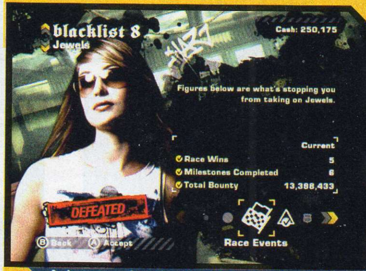
TARGETS

Race wins:..............................5
Milestones:..............................4
Police Bounty:..............1,180,000

How to Win

Repeated attempts to win this tricky race have been foiled by a van that drives across your path, which gets into the way of you and Jewel's drag race.

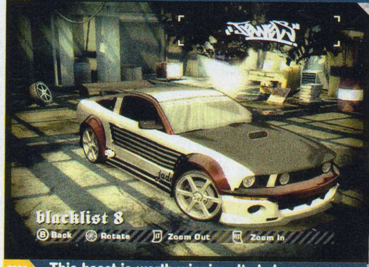
You'll need to slow down past this annoying obstacle, and then boost past it to win.


blacklist 8
Jewels
Cash: 250,175
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

Figures below are what's stopping you from taking on Jewels.

Current
Race Wins 5
Milestones Completed 6
Total Bounty 13,388,433

A drag race fanatic, she thinks that her Ford Mustang is the quickest car around.


blacklist 8
Ⓑ Back
Rotate
Zoom Out
Zoom In

This beast is worth winning. Its balance between speed and strength is awesome.

#3: RONNIE - ASTON MARTIN DB9

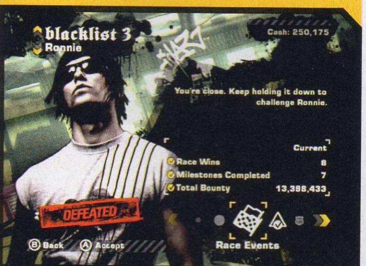
TARGETS

Race wins:..............................8
Milestones:..............................5
Police Bounty:..............5,550,000

How to Win

With the Dodge Viper, Ronnie doesn't stand a chance.

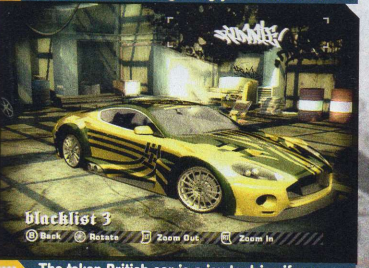
You'll need to keep the heat down on the Viper, so try and use the Porsche Cayman (it's the safest car to use here) to complete your police pursuits.


blacklist 3
Ronnie
Cash: 250,175
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

You're close. Keep holding it down to challenge Ronnie.

Current
Race Wins 8
Milestones Completed 7
Total Bounty 13,388,433

Ronnie isn't afraid to ram police cars, and he doesn't mind about guiding you off the road.


blacklist 3
Ⓑ Back
Rotate
Zoom Out
Zoom In

The token British car is a joy to drive if you don't mind the somewhat twitchy steering.

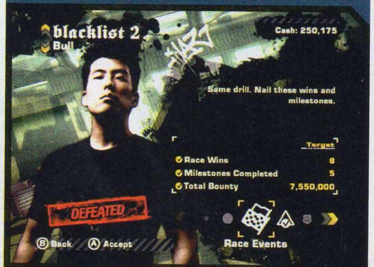
#2: TORU - MERCEDES SLR MCLAREN

TARGETS

Race wins:..............................8
Milestones:..............................5
Police Bounty:..............7,750,000

How to Win

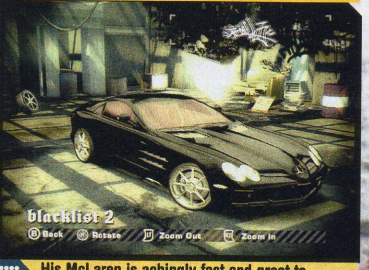
Every piece of equipment is now available in the shops so tweaking your Viper to the fullest will cause massive problems for Toru. He's quite wily and he'll try and force you off the track, but the Viper will dust him without a hitch.


blacklist 2
Bull
Cash: 250,175
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

Same drill. Nail these wins and milestones.

Target
Race Wins 8
Milestones Completed 5
Total Bounty 7,550,000

Bull is reluctant to trade paint with any racer so try and force him into the wall.


blacklist 2
Ⓑ Back
Rotate
Zoom Out
Zoom In

His McLaren is achingly fast and great to handle. Try to win it if you can.

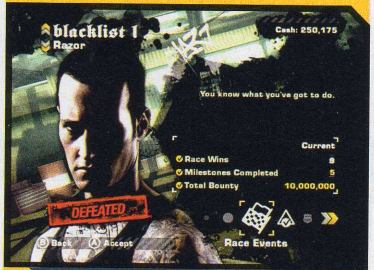
#1: RAZOR - BMW M3 GTR

TARGETS

Race wins:..............................9
Milestones:..............................5
Police Bounty:............10,000,000

How to Win

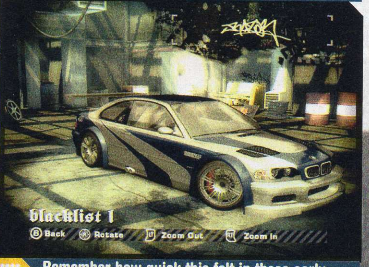
That $10m bounty is tricky, but you can do it if you've got a few tuned up cars to run the pursuits with. Use the Viper for the best results. And as there isn't an autosave between challenges, settle down and prepare to defeat your arch-rival in a drawn out affair.


blacklist 1
Razor
Cash: 250,175
DEFEATED
Ⓑ Back
Ⓐ Accept
Race Events

You know what you've got to do.

Current
Race Wins 9
Milestones Completed 5
Total Bounty 10,000,000

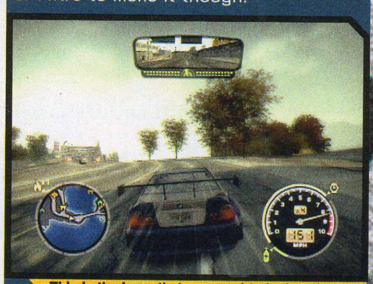
There's nothing that this guy isn't good at, but stick with him and he'll make mistakes.


blacklist 1
Ⓑ Back
Rotate
Zoom Out
Zoom In

Remember how quick this felt in those early races? Well now it's time to get it back.

THE FINAL PURSUIT

Just when you think it's all over, Cross and the RPD show up to begin the last pursuit. And they've created a level 6 Heat just for you. You've got to evade the police and make it to the bridge jump in Collegetown (it's off the road construction area – the place with the mounds of dirt). You'll need to be hitting top speed and have a full bottle of Nitro to make it though.



This is the jump that you need to be heading for to get to the top of the Blacklist.

YOU STILL WANT MORE?

Just when you'd thought you'd nailed every challenge and unlocked every car, three cheat codes show up and ruins your dreams. These should all be performed at the 'Press Start' screen

BURGER KING CHALLENGE EVENT #69
↑, ↓, ↑, ↓, ←, →, ←, →

This unlocks all the Junkman performance parts. These can then be added to your car via the performance customisation option in the My Cars menu.

CASTROL SYNTEC
←, →, ←, →, ↑, ↓, ↑, ↓
This adds the Special Edition Castrol Syntec Ford GT to your bonus cars.

Only in
PlayStation® 2
OFFICIAL magazine-UK

THE TWO MOST EXPLOSIVE GAMES OF THE YEAR!

Read our world exclusive reviews of **Black** and **24: The Game** and play the kick-ass demos!

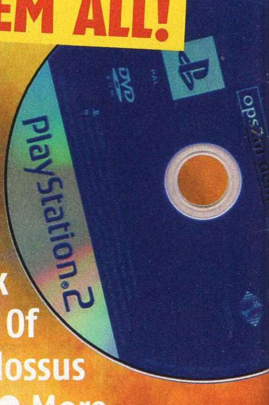
24
THE GAME

BLACK

PLAY 'EM ALL!

ON THE DISC...

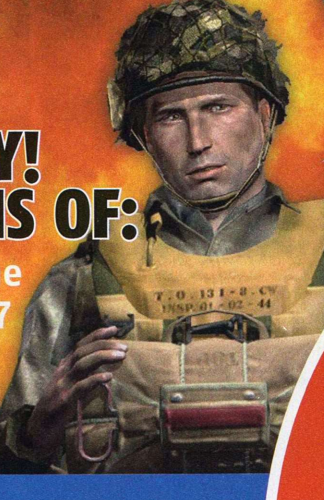
- 24: The Game
- Black
- Shadow Of The Colossus
- More...


PlayStation.2
DVD

SONY
PLAYSTATION 3

NEXT-GEN FRENZY! FIRST PS3 SCREENS OF:

- Medal Of Honor: Airborne
- Unreal Tournament 2007
- Possession
- and more...



BLACK PLAYABLE DEMO!
FIRST SHOTS! MEDAL OF HONOR LANDS ON PS3!
THE UK'S BEST-SELLING PLAYSTATION®2 MAGAZINE
PlayStation®2 OFFICIAL magazine-UK
THE OFFICIAL SOURCE FOR PS2, PSP AND PS3
EXCLUSIVE REVIEW + PLAYABLE DEMO
24 THE GAME
Be Jack Bauer! Save the world! All in one day!
ONLY IN THIS MAG!
INSIDE
FREE TIPS BOOK
PLAYABLE DISC
5 GAMES TO PLAY
INCLUDING 24, BLACK AND SHADOW OF THE COLOSSUS!
BLACK
24: THE GAME

ON SALE 26 JANUARY

Content subject to change. Don't panic though, it probably won't

Subscribe and Save 35%

Subscribe to GamesMaster today from as little as £6.86 every quarter with Direct Debit.

Get the most from your gaming! *GamesMaster* is the UK biggest and best multi-format games magazine. Subscribe today from just £6.86 every three months with Direct Debit. You'll receive *GM* delivered direct to your door and...

- Keep ahead of the pack with our exclusive scoops on all the biggest and best games on every format
- Buy in confidence with our honest and reliable reviews section written by *GM's* team of experienced gaming experts
- Get all the latest news on PS3, Xbox 360 and Revolution. See the future of gaming first!
- Complete every game with our essential cheats books, not to mention our life saving Cheat Master section every issue

YOUR MOST WANTED CHEATS
TIPS COUNT 5584
PRINCE of PERSIA THE TWO THRONES
EVERY KILLER WEAPON CODE!
PETER JACKSON'S KING KONG
EVERY CHEAT UNLEASHED!
NEED FOR SPEED MOST WANTED
EVERY MONSTER MOTOR UNLOCKED!
WIN! XBOX 360 + HDTV!
SPLINTER CELL
RESI EVIL DS
NEW MEDAL OF HONOR!
GAMES MASTER
THE MASTER OF GAMES SINCE 1993
FIRST + BEST REVIEW! BLACK
This PS2 shooter will blow you away! Find out why inside!
CONSOLE WAR PS3 vs Xbox 360 vs REVOLUTION! BEST GRAPHICS EVER! SEE PAGE 86 NOW!
EXCLUSIVE! FIFA Street 2
REVIEWED first on PS2, PSP, Xbox and Cube!
IT'S ANOTHER EXCLUSIVE! FIGHT NIGHT ROUND 3
Believe your eyes! Stunning 360 review only in this mag!
PLUS GEARS OF WAR > THE DA VINCI CODE > QUAKE WARS > ONIMUSHA: DAWN OF DREAMS > METROID PRIME HUNTERS > OUTRUN 2006 > LOADS MORE!
EVERY GAME! EVERY FORMAT! EVERY MONTH!

THREE WAYS TO SUBSCRIBE

Choose whichever is easiest for you!

1 FILL IN AND POST THE FORM

And you can pay by cheque, your credit/debit card or even set up a Direct Debit – that's just £6.86!

OR

2 PHONE OUR HOTLINE!

Speak to us on 0870 837 4722. We'll talk you through making a payment. Please Quote P011. It helps us, y'see.

OR

3 DO THE WHOLE THING ONLINE!

Go to to the address below: www.myfavouritemagazines.co.uk/gms/p011 It's THAT easy.

ORDER FORM

Hey! I want to use this form to subscribe to *GamesMaster.*

I will receive 13 issues of *GamesMaster* a year with my subscription starting with the next available issue.

YOUR DETAILS:

MR/MRS/MS FORENAME SURNAME

ADDRESS

POSTCODE

DAYTIME PHONE MOBILE NUMBER

EMAIL YEAR OF BIRTH

You can pay by cheque or card – £27.44 for 13 issues (UK ONLY)

☐ I enclose a cheque made payable to Future Publishing Ltd

SIGNED TODAYS DATE

* For overseas subscriptions please visit our website: www.myfavouritemagazines.co.uk

OR you can pay by direct debit – £6.86 every three months SAVING 35% (UK ONLY)

Details of the Direct Debit guarantee are available on request.

Instruction to your Bank or Building Society to pay by Direct Debit

Please fill in the form and send to: GamesMaster Magazine, Future Publishing Ltd, FREEPOST RLSC-SXSE-SKKT, Unit 4, Tower House, Sovereign Park, Market Harborough, Leicestershire, LE16 9EF

Name and full postal address of your Bank or Building Society

To the manager: Bank name

Address

Postcode

Account in the name(s) of

Branch sort code

Bank/Building Society account number

Originator's Identification Number

7	6	8	1	9	5

Ref no. to be completed by Future Publishing

Instruction to your Bank or Building Soc.
Please pay Future Publishing Ltd. Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing Ltd and, if so, details will be passed electronically to my Bank/Building Society.

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

PLEASE FILL IN THE FORM AND RETURN TO: GamesMaster Magazine, Future Publishing Ltd, FREEPOST RLSC-SXSE-SKKT, Unit 4, Tower House, Sovereign Park, Market Harborough, Leicestershire, LE16 9EF. Or you can email us at gamesmaster@subscription.co.uk.

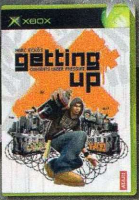
We will use the contact details supplied to communicate with you about your GamesMaster Magazine subscription. We'd also like to keep you up to date with any special offers or new products/services that may be of interest. If you're happy for GamesMaster Magazine, Future Publishing and its sister companies to contact you in this way, indicate here: ☐ email ☐ mobile. If you're also happy for us to pass your details onto carefully selected companies so they can send you relevant information about their products/services, indicate here: ☐ email ☐ mobile. Please indicate if you do NOT wish to receive relevant information about special offers or products/services from GamesMaster Magazine Future Publishing or any of its sister companies by ☐ post ☐ phone. Please indicate if you do NOT wish us to pass your details onto other carefully selected companies to enable them to contact you about their products/services by ☐ post ☐ phone. Offer Ends – 9th March 2006

Order Ref: P011

OVER £2000 OF PRIZES TO

WIN!

WIN! MARC ECKO'S GETTING UP: CONTENTS UNDER PRESSURE



What's Marc Ecko famous for (as well as graffiti-ing)?

A) BASE-JUMPING
B) DESIGNING CLOTHES
C) SNOWBOARDING

5 COPIES TO BE WON

TEXT QUIZ2 (SPACE) A,B,OR C TO 87103

WIN! DEAD OR ALIVE 4

Dead Or Alive 4 features a character from which well-known Xbox game?

A) HALO
B) CONKER: LIVE AND RELOADED
C) SUDEKI

5 COPIES TO BE WON

TEXT QUIZ3 (SPACE) A,B,OR C TO 87103

IT'S IN THE GAME!

Win an Xbox 360, HD TV, PS2 and three top EA games!

This month is going to see the release of even more top games from EA. The mighty *Fight Night: Round 3* on Xbox 360 is quite simply one of the most amazing looking games we've ever seen. Then there's *FIFA Street 2* and the all-action *Black*, which is made by team behind the *Burnout* series.

And EA are giving one lucky reader the chance to get hold of all three games, plus an Xbox 360, PS2 and 32" HD TV to play them on. It's not just a plain old copy of the games you'll be getting either. *FIFA Street 2* is a special edition copy signed personally by Ronaldo and *Fight Night: Round 3* has been signed by boxing legend Ricky Hatten.

So no more having to choose between waiting another three months for your Xbox 360 or settling on the core pack. No more saving frantically for a nice big HD-TV to play it on. And imagine your friends' faces when you casually slip out your signed copies of *FIFA Street 2* and *Fight Night Round 3* of course. There aren't too many Ronaldo-signed *FIFA Streets* about out there.

All you need to do is answer the easy-peasy question below and send us your answer…

What is the name of the development team who make *Black?*

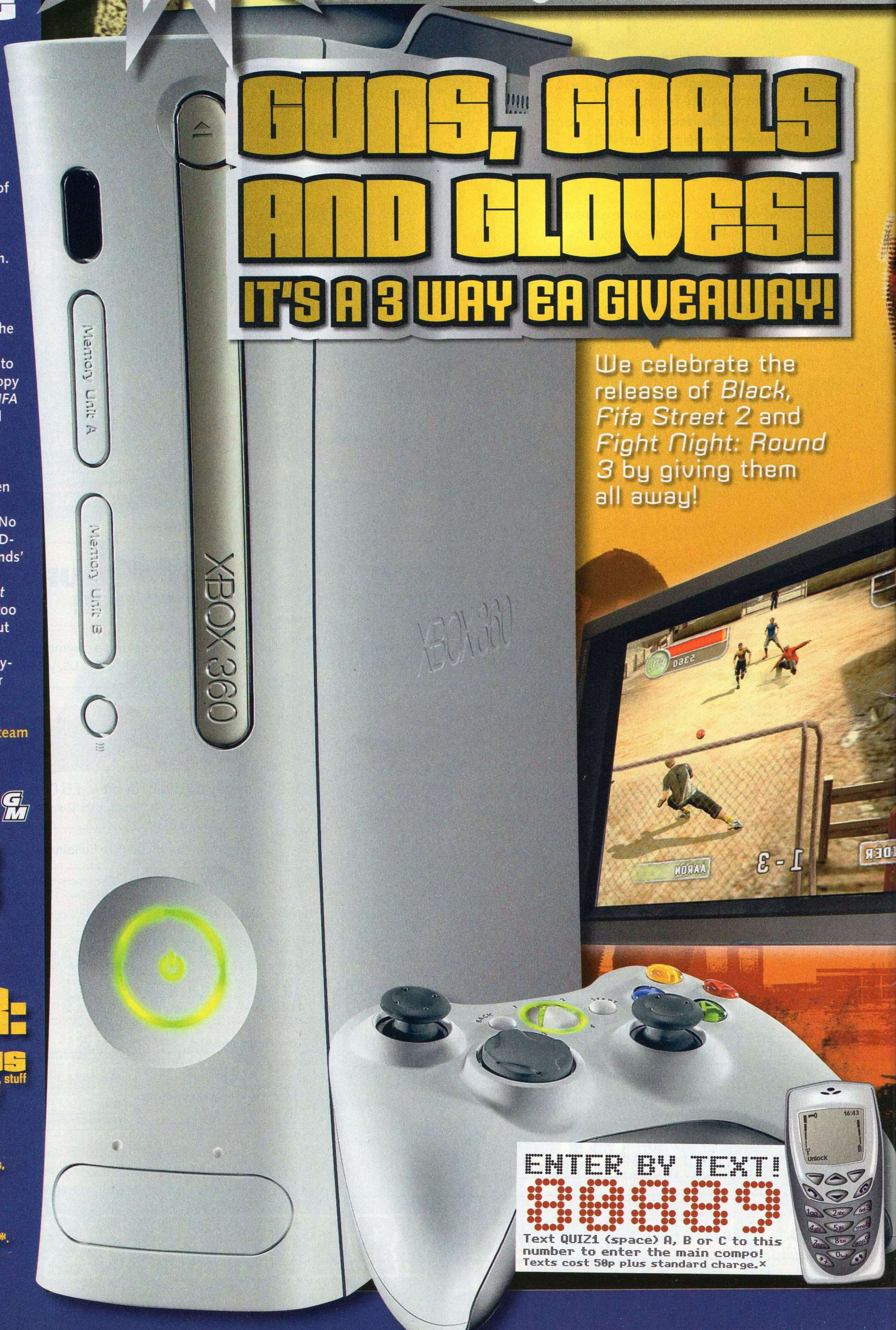
a) Criterion
b) Rockstar North
c) Codemasters

Closing date: 9th March 2006.

GUNS, GOALS AND GLOVES!

IT'S A 3 WAY EA GIVEAWAY!

We celebrate the release of *Black*, *Fifa Street 2* and *Fight Night: Round 3* by giving them all away!



THREE WAYS TO ENTER:

1.WRITE TO US

Scribble your answers on the form, cut it out, stuff it into an envelope and send it to Hip Hip EA! compo, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

2. EMAIL US

Email your answers, with your name, address, age and telephone number, to gamesmastercompo@futurenet.co.uk

3. TEXT US

Just text QUIZ1 (space) A, B, or C to 80889*. Main comp is 50p plus standard charge.

ENTER BY TEXT! 80889

Text QUIZ1 (space) A, B or C to this number to enter the main compo! Texts cost 50p plus standard charge.*

*Text messages cost 50p inc VAT (for main compo) and 25p inc VAT (for other compos) plus your normal text cost.

WIN! DEVIL KINGS

Which of these types of characters can you play in Devil Kings?

A) NINJAS
B) CLOWNS
C) DOLPHINS

5 COPIES TO BE WON

TEXT QUIZ4 (SPACE) A,B,OR C TO 87103

WIN! THE PLAN

Which crime was Ronnie Biggs famously involved with?

A) GREAT RAIN ROBBERY
B) GREAT TRAIN ROBBERY
C) GREAT PLANE ROBBERY

5 COPIES TO BE WON

TEXT QUIZ5 (SPACE) A,B,OR C TO 87103

WIN! EXIT

What is the opposite to the word 'exit'?

A) ENTRANCE
B) EXIST
C) EXTRA

5 COPIES TO BE WON

TEXT QUIZ6 (SPACE) A,B,OR C TO 87103

ENTER HERE!

Tick the boxes next to the correct answers, write down your details and send us the coupon by 9th March 2006. Or if you don't want to mess up your precious magazine, simply write down your answers on a bit of paper or postcard. Or even a stuck-down envelope. We're really not fussy!

... Fill it in!

Name ____________________
Age ____________________
Address ____________________
____
Postcode____________________
Email address ____________________
Telephone ____________________

EA GIVEAWAY

What is the name of *Black's* development team?

☐ a) Criterion
☐ b) Rockstar North
☐ c) Codemasters

MARC ECKO'S GETTING UP: CONTENTS UNDER PRESSURE

What's Marc Ecko famous for (as well as graffiti-ing)?

☐ a) Base-jumping
☐ b) Designing clothes
☐ c) Snowboarding

DEAD OR ALIVE 4

DOA4 features a character from which Xbox game?

☐ a) Halo
☐ b) Conker: Live And Reloaded
☐ c) Sudeki

DEVIL KINGS

Which of these types of characters can you play in *Devil Kings?*

☐ a) Ninjas
☐ b) Clowns
☐ c) Dolphins

THE PLAN

Which crime was Ronnie Biggs famously involved with?

☐ a) Great Rain Robbery
☐ b) Great Train Robbery
☐ c) Great Plane Robbery

EXIT

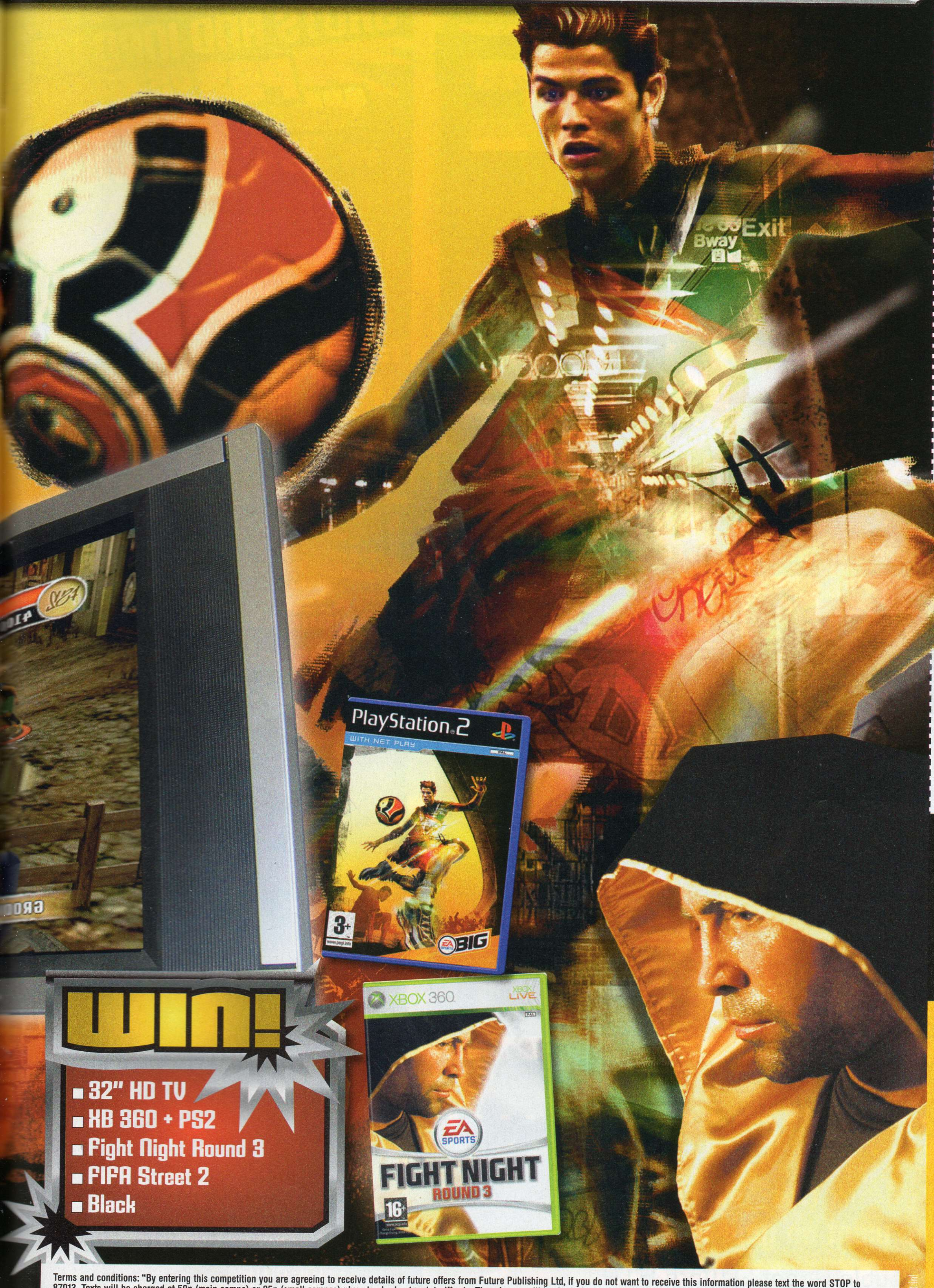
Which of these words is the opposite to 'exit'?

☐ a) Entrance
☐ b) Exist
☐ c) Extra

Send to

**Hip Hip EA! compo, GamesMaster,
Future Publishing, 30 Monmouth Street,
Bath, BA1 2BW.**

Compo Rules: Employees of Future Publishing and their families are not permitted to enter this competition. Bog off, Mum! And you, Nan. There is no cash alternative to the prizes. Prizes may differ from those shown. The judge's decision is final, and absolutely no correspondence will be entered into. The closing date for entries is 9th March 2006.



WIN!

- 32" HD TV
- XB 360 + PS2
- Fight Night Round 3
- FIFA Street 2
- Black

Terms and conditions: "By entering this competition you are agreeing to receive details of future offers from Future Publishing Ltd, if you do not want to receive this information please text the word STOP to 87013. Texts will be charged at 50p (main compo) or 25p (small compos) plus standard network tariff rate. The winners will be drawn at random from all entries that answer both questions correctly after the closing date of 13th January 2006. Winners will be drawn in sequential order starting with the first prize and GM's choice of prize is final. Prize draws will take place after the closing date and the winner will be notified within 28 days of the draw. Only UK residents may enter. No employees of Future Publishing Ltd or any company associated with this competition, or any member of their close family may enter. No photocopies will be accepted for postal entries. Prizes are as stated and no alternatives cash or otherwise are available. Future Publishing Ltd accepts no liability for any loss, damage or injury caused by any prizes won except by its negligence. Publicity may be given to any competition winners and/or entrants and their names and/or photographs printed in GamesMaster mag. The Editor's decision is final and no correspondence will be entered into. Where prizes are offered on behalf of an associated company these prizes are provided in their entirety by these associated companies. Future Publishing Ltd cannot be held responsible for any failure to provide prizes as specified and all enquiries relating to such prizes will be referred to the associated companies. All entries must be received by the closing date. No purchase necessary. Copies of competition entry forms and winners list are available by written request from Games Marketing, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW.

Cut it out and send it in!

GM 167 WINNERS

MATRIX WINNER James Benford, Kent

LMA MANAGER 2006 Jack Way, Soton; Ray Higgins, Co. Galway; Michael Bradbury, Lancashire; Lee Budd, Twerton; James Hackman, Notts

THE MOVIES Otis Green, London; David Paice, London; Martin Tudeer, Edinburgh; Sebastian Drake, Metbrough; William Marshall, Swansea

THE MATRIX: PATH OF NEO Josh Cable, Brighton; Tim Batcoe, Plymouth; Martin Pardoe, Laindon Hills; Sean Griffiths, Wrexham; Martyn Miller, Ayrshire

POKEMON XD: GALE OF DARKNESS Lloyd Buckle, Wrexham; Romaro Watson, London; Steve Lyth, North Yorks; Gary Nisbet, Glasgow; James Tonot, Northants

MARIO KART DS Rory Laveston, Merseyside; Leon Slater, Norfolk; Danile Carter, Tewkesbury; Kerry Goodwin, Shrops; Kay Ahmed, Glasgow

NEXT MONTH'S

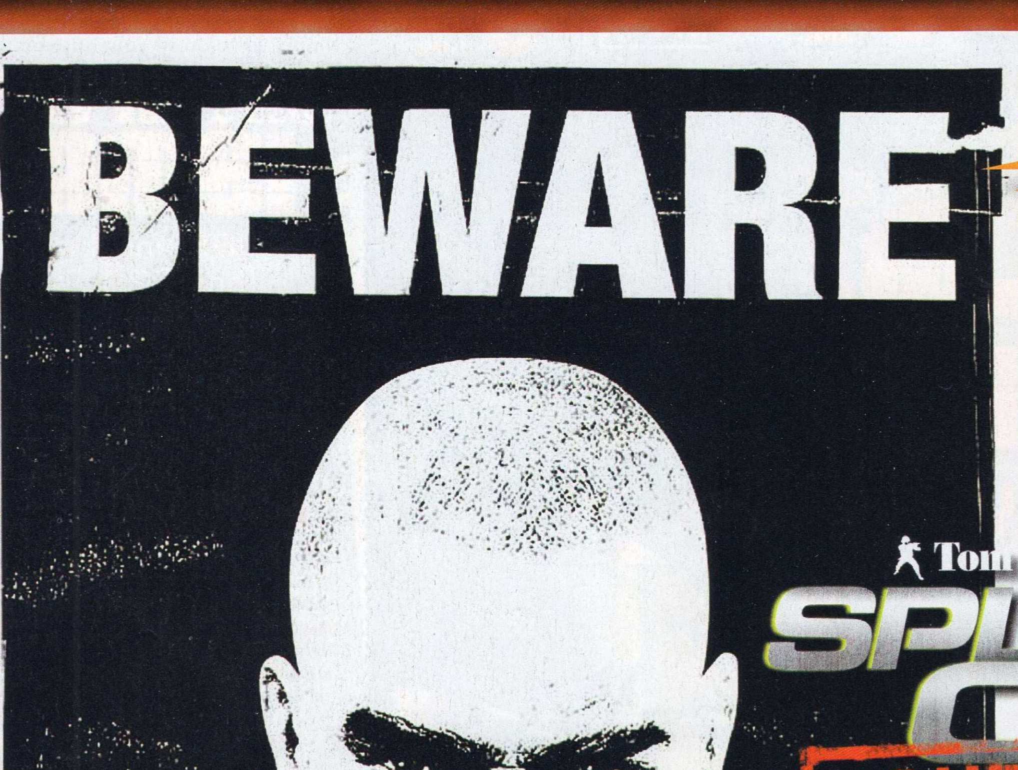
GAMES MASTER

THE MASTER OF GAMES SINCE 1993

On Sale Thursday 9th March

CONSOLE WAR

ALL THE LATEST SHOTS AND INFO ON PS3 VS Xbox 360 VS REVOLUTION!



Tom Clancy's

SPLINTER CELL DOUBLE AGENT

Sam's gone bad! But what about his game? Find out with the first and best review ONLY IN GM!

THE BIGGEST GAMES

- FAR CRY INSTINCTS PREDATOR
- RESIDENT EVIL DS
- TOMB RAIDER: LEGEND
- HITMAN: BLOOD MONEY
- SCARFACE
- RUMBLE ROSES XX
- METAL GEAR SOLID ACID 2
- TOM CLANCY'S GHOST RECON: ADVANCED WARFIGHTER
- THE OUTFIT
- MOTO GP 2006
- ONIMUSHA: DAWN OF DREAMS
- STAR WARS: EMPIRE AT WAR
- DRIVER 4

Cut it out and send it in!

This is the plan anyway. Alas all contents and gifts are subject to change. Sorry 'bout that.

Your Next Issue!

What do you want to see in the next *GM*?

Vote for which poster you want on your wall:

☐ Driver 4 ☐ Splinter Cell Double Agent ☐ More GTA

☐ or something else? Write in here ______________________

Let us know by sending your form to: My Next Month, GamesMaster, 30 Monmouth Street, Bath BA1 2BW.
Or email: gamesmaster@futurenet.co.uk, subject: next month
Text: GMNEXT and the game name to 84070. Texts cost 25p see pages 112 and 113 for full terms and conditions.

TXT UK
MOBILE GAMER

WWW.TXTUK.CO.UK

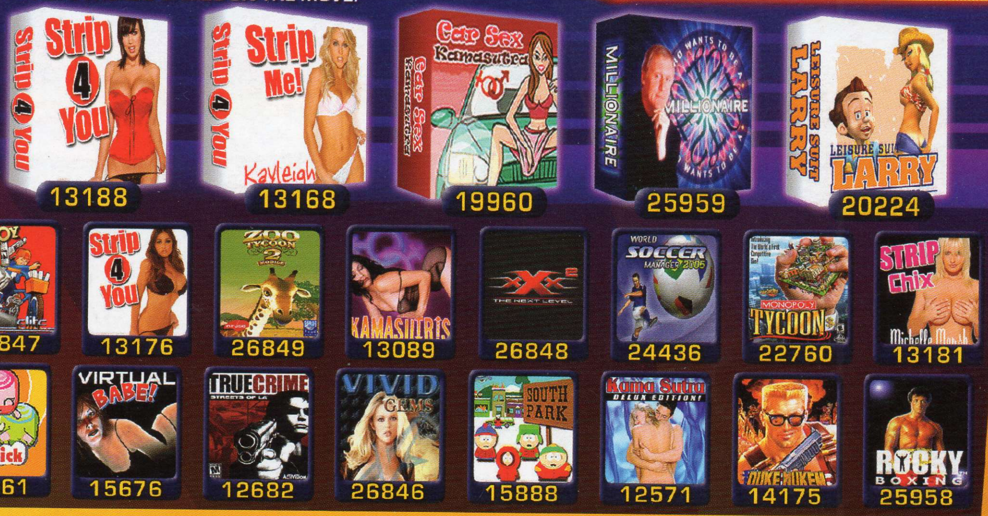
TO ORDER TEXT:
MASTER+CODE to 88066

OR CALL:
0906 517 760

MOBILE GAMES

TO ORDER text: MASTER+CODE to 880
or call: 0906 517 7600
Irish users can call 1580 718 638 or text their order to 57767

PLAY THESE WICKED GAMES ON THE MOVE!


Strip 4 You
13188
Strip Me! Kavleigh
13168
Car Sex Kamasutra
19960
MILLIONAIRE
25959
LEISURE SUIT LARRY
20224
PAPERBOY
26847
Strip 4 You
13176
ZOO TYCOON 2
26849
KAMASUTRA
13089
XXX² THE NEXT LEVEL
26848
WORLD SOCCER MANAGER 2005
24436
MONOPOLY TYCOON
22760
STRIP Chix
13181
Q Brick
11661
VIRTUAL BABE!
15676
TRUE CRIME STREETS OF LA
12682
VIVID GEMS
26846
SOUTH PARK
15888
Kama Sutra DELUX EDITION!
12571
DUKE NUKEM
14175
ROCKY BOXING
25958

RINGTONES

GET A REALTONE TO HAVE A REAL VOICE & BACKING TRACK AS YOUR RINGTONE!

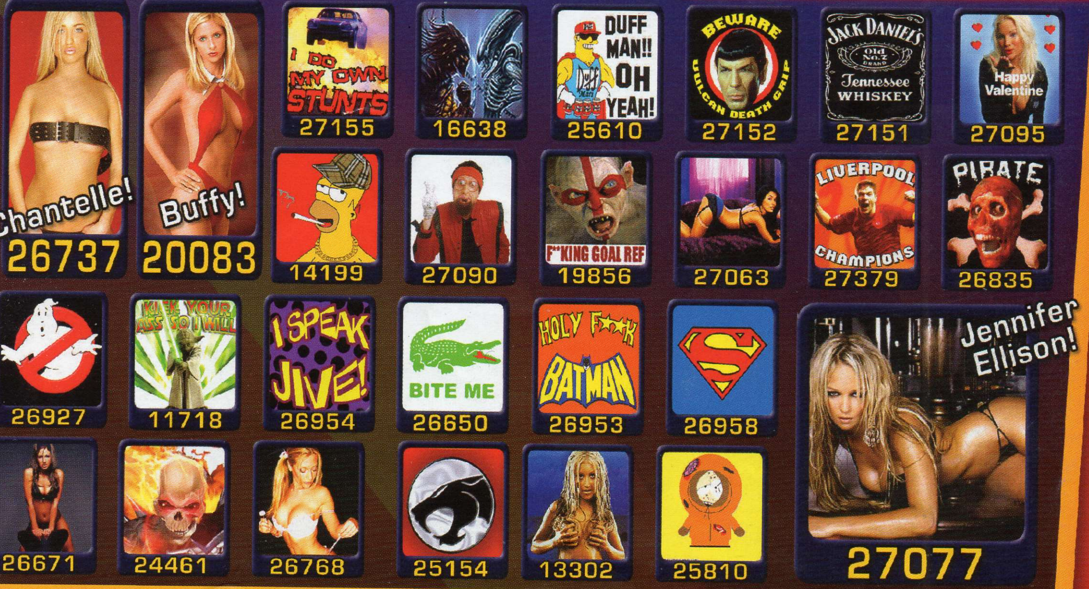
REAL	POLY		
25973	25146	NIZLOPI	The Jcb Song
26933	25142	RICHARD ASHCROFT	Break The Night
26934	26760	SUNBLOCK	Ill Be Ready
23918	23767	BLACK EYED PEAS	My Humps
26936	25847	JOSE GONZALEZ	Heartbeats Sony Ad
25533	25328	EMINEM	When Im Gone
26937	26803	KOOKS	You Dont Love Me
25048	24634	PUSSYCAT DOLLS	Stickwitu
24368	24362	ARCTIC MONKEYS	...The Dancefloor
26647	26641	EDITORS	Munich
25219	25035	DHT	Listen To Your Heart
25232	24549	SIMON WEBBE	No Worries
15246	12524	TOM NOVY...	Your Body
26690	26631	ARCTIC MONKEYS	When The Sun...
26691	26537	GREEN DAY	St Jimmy
26692	26319	BLACK EYED PEAS	Pump It
25708	11450	JAY Z	Dirt Off Your Shoulder
26283	25167	PHARRELL	Angel
25054	24728	OASIS	Let There Be Love
25315	24341	50 CENT	Window Shopper

TO ORDER text: MASTER+CODE to 88066
or call: 0906 517 7600
Irish users can call 1580 718 638 or text their order to 57767

WALLPAPERS

TO ORDER text: MASTER+CODE to 8806
or call: 0906 517 7600
Irish users can call 1580 718 638 or text their order to 57767

GET A NEW LOOK FOR YOUR PHONE WITH A GREAT WALLPAPER!


Chantelle!
26737
Buffy!
20083
I DO MY OWN STUNTS
27155
16638
DUFF MAN!! OH YEAH!
25610
BEWARE VULCAN DEATH GRIP
27152
JACK DANIEL'S Old No.7 Tennessee WHISKEY
27151
Happy Valentine
27095
14199
27090
F**KING GOAL REF
19856
27063
LIVERPOOL CHAMPIONS
27379
PIRATE
26835
26927
KISS YOUR ASS GOODBYE
11718
I SPEAK JIVE!
26954
BITE ME
26650
HOLY F**K BATMAN
26953
26958
Jennifer Ellison!
27077
26671
24461
26768
25154
13302
25810

SOUND FX

GET A CRAZY SOUND EFFECT OR FUNNY TV CELEB OR CHARACTER AS YOUR RINGTONE!

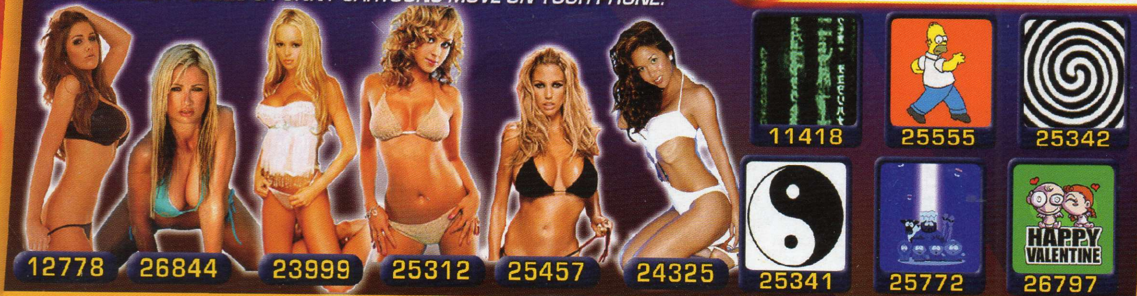
Homer 32 DOHS!
22697
Darth Vader!
22633
Southpark Fart Song!
14082
The Ringinator!
24554
League of Gentlemen Papa Lazarou!
20024
Little Britain Lou & Andy!
14082

TO ORDER text: MASTER+CODE to 88066
or call: 0906 517 7600
Irish users can call 1580 718 638 or text their order to 57767

ANIMATIONS

TO ORDER text: MASTER+CODE to 88066
or call: 0906 517 7600
Irish users can call 1580 718 638 or text their order to 57767

WATCH SEXY BABES & FUNNY CARTOONS MOVE ON YOUR PHONE!


12778
26844
23999
25312
25457
24325
11418
25555
25342
25341
25772
HAPPY VALENTINE
26797

3D CHARACTERS

GET 3D CHARACTERS ON YOUR PHONE!

CODE	
14020	SPIDERMAN
23170	Bowser
23172	Pikachu
23171	Lara Croft
16031	GTA Ceejay
16036	Halo

TO ORDER text: MASTER+CODE to 88066
or call: 0906 517 7600
Irish users can call 1580 718 638 or text their order to 57767

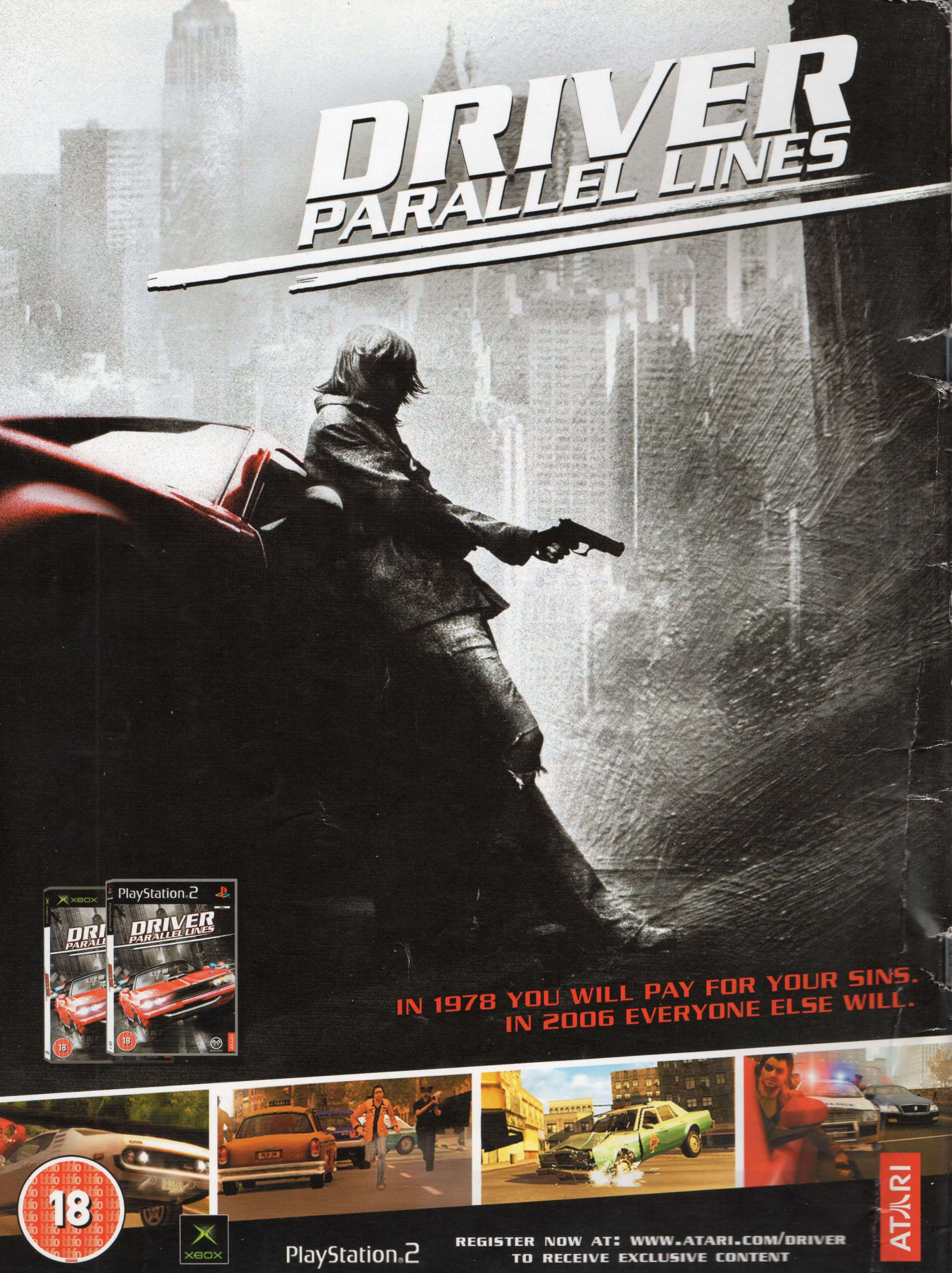
MOVIES

TO ORDER text: MASTER+CODE to 88066
or call: 0906 517 7600
Irish users can call 1580 718 638 or text their order to 57767

CHOOSE ONE OF THESE GREAT VIDEOS TO WATCH ON YOUR MOBILE!

Family Guy!
24128
Sexy Shower
12842
Back flip!
24126
Snoopy!
23176
Jiggles!
23774
Geri v Kylie!
23773
Christina
14106
Whale Eats Eskimo!
23771
Cat Attack
17103
Photocopy Oops!
24662

Calls cost £1.50 per minute from landline phones. Calls made from Mobiles may cost more. Callers must be 16 or over. Polyphonic Tones, Movies & Wallpapers and Animations cost £4.50 charged as 3 x £1.50 reverse billed messages. Java Games charged as £6. Realtones, Sound FX & TVTones charged as £6. You will incur stantard SMS, WAP and GPRS chrges where applicable. Please check billpayers permission before you call. Please check the website to ensure your phone is compatible. You must have a WAP enabled phone to downoad content. Please allow 24 hours for delivery in extreme cases due to network traffic. You may be contacted by TXTUK with Offers and Info. To unsubscribe call our Customer Care Line. Customer Care Numbers UK: 0871 872 1813 IRL: 01 248 9871. Address PO Box 51727, London NW1 8ZF. Thank You.


DRIVER
PARALLEL LINES
IN 1978 YOU WILL PAY FOR YOUR SINS.
IN 2006 EVERYONE ELSE WILL.
18
XBOX
PlayStation 2
ATARI

REGISTER NOW AT: WWW.ATARI.COM/DRIVER
TO RECEIVE EXCLUSIVE CONTENT

Driver™: Parallel Lines, © 2006 Atari Inc. Designed and developed by Reflections Interactive Limited, an Atari development studio. Marketed and distributed by Atari Europe SASU. All trademarks are the property of their respective owners.